

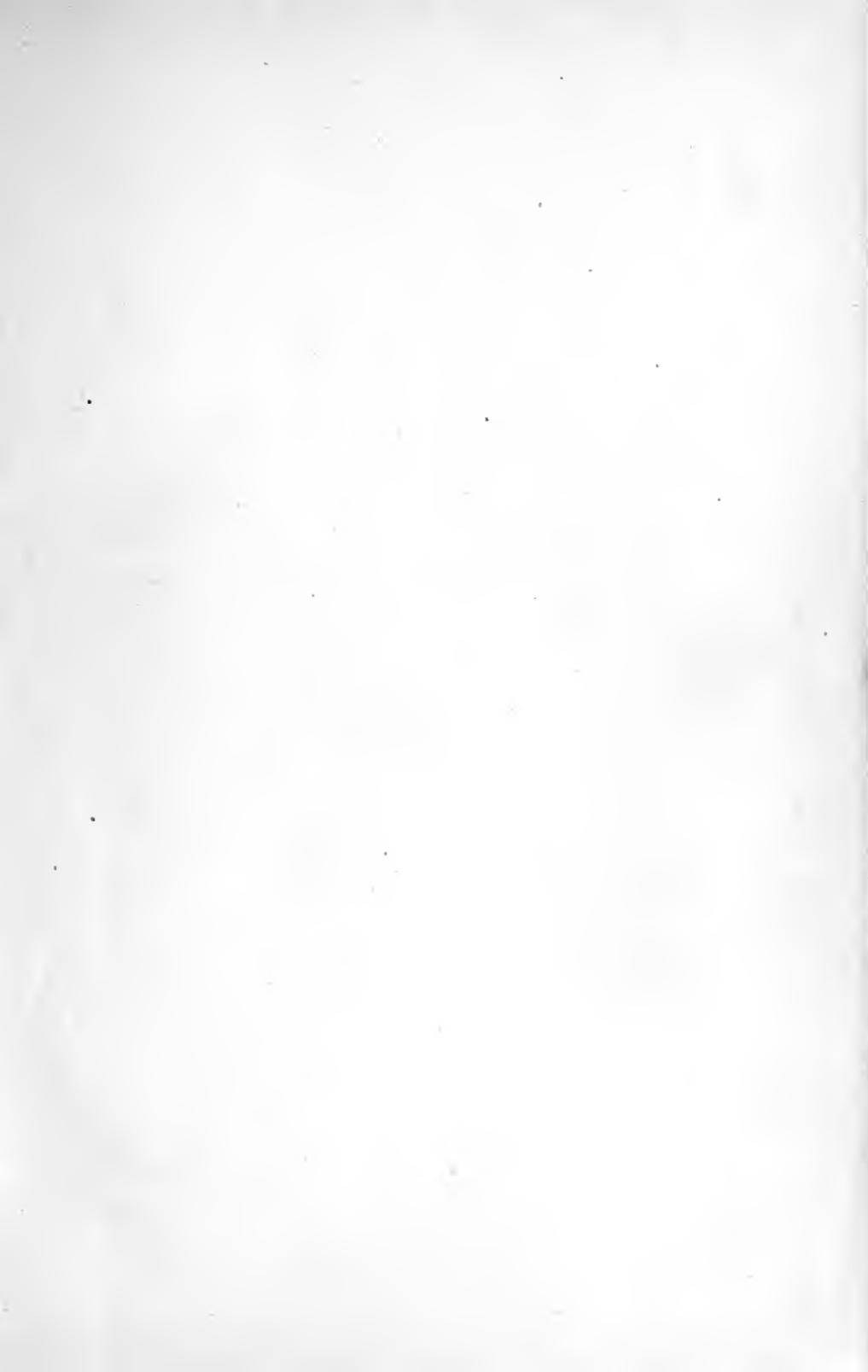


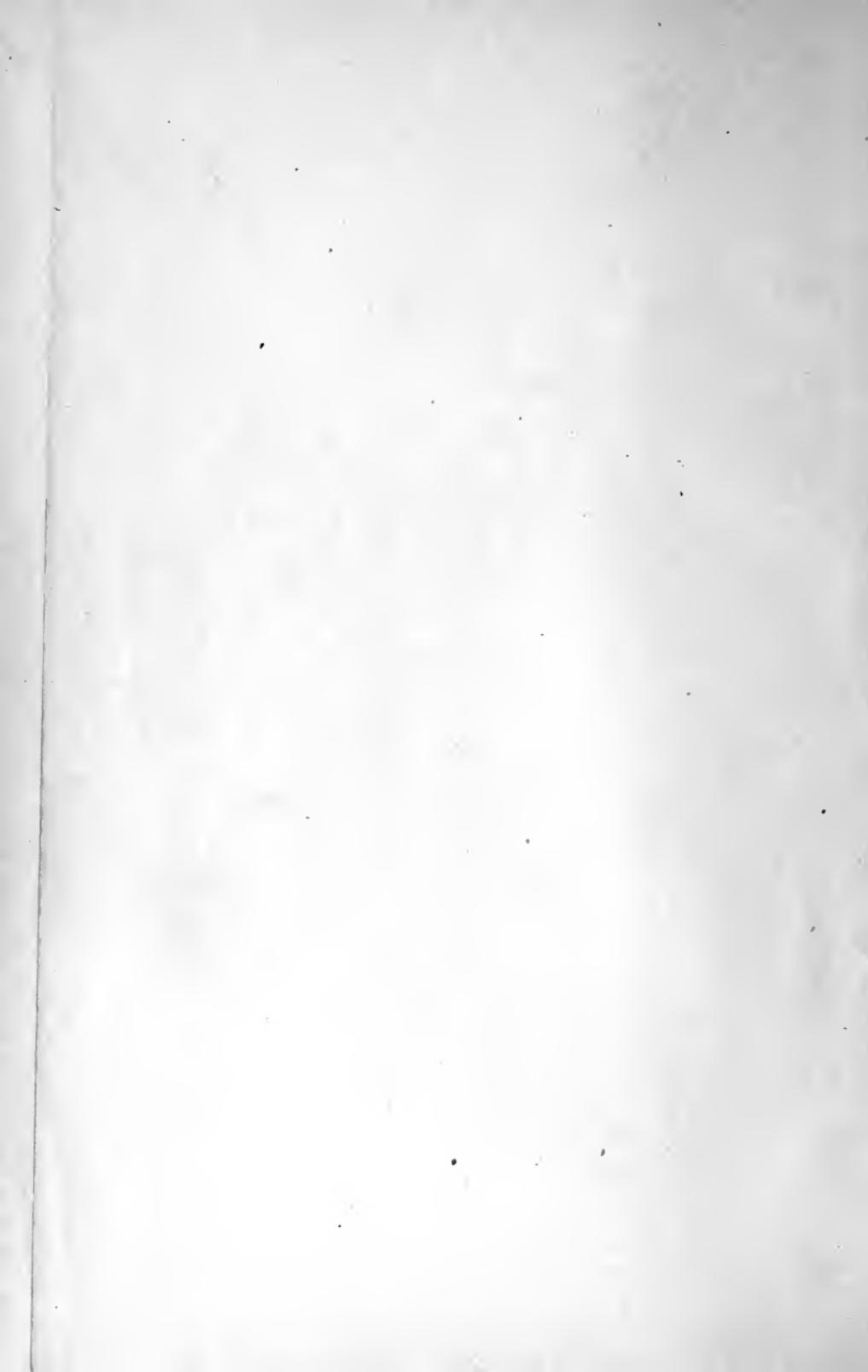
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Social Plans for Young People

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For Pleasure and Profit

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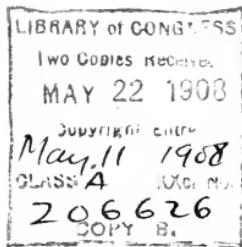
CHRISTIAN F. REISNER, D. D.

Author of "Workable Plans
for Wide-Awake Churches."



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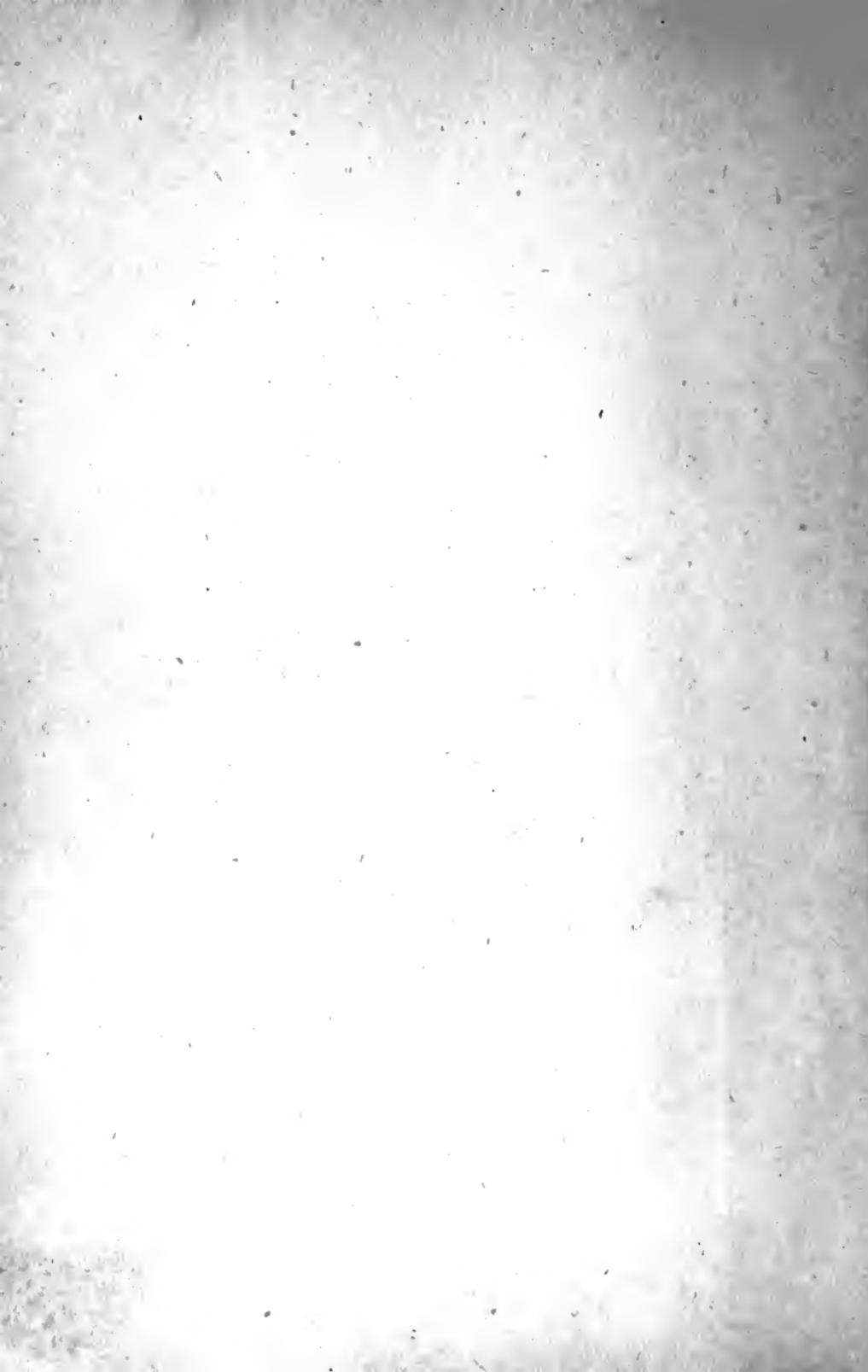
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CONTENTS.



I. WINNING YOUNG PEOPLE TO CHRIST THROUGH THE SOCIAL NATURE, - - - - -	13
II. PURE AND HEARTENING FUN FOR YOUNG PEOPLE, - - - - -	37
III. SPECIAL OCCASIONS PROMISING PROFIT AND SOCIAL JOY, - - - - -	56
IV. METHODS FOR MELTING PEOPLE INTO FRIENDLINESS, - - - - -	81
V. INTELLIGENCE RECOGNIZED AND ENCOURAGED IN SOCIALS, - - - - -	112
VI. STIMULATING EDUCATIONAL DEVELOPMENT IN THE SOCIALS, - - - - -	134
VII. PLANTING RELIGIOUS INFORMATION IN THE SOCIAL LIFE, - - - - -	155
VIII. CHURCH AID WORK FOR SOCIAL HEARTED YOUNG PEOPLE, - - - - -	179
IX. HARNESSING ENTHUSIASM TO PRACTICAL PROBLEMS BY DIRECTED SOCIALS, - - - - -	198
X. MISCELLANEOUS PLEASURE PROVOKERS—SUGGESTIONS FOR REFRESHMENTS—VARIOUS GUESSING LISTS, - - - - -	216



INTRODUCTION.

THIS book is the product of experience. A social Church has been my ideal from my first pastorate. Books and clippings have accumulated. The suggestions are not all original. All uncredited methods have been revised and reshaped under use and a little thought. They have come from so many sources that credit can not be given to the original suggestors. A very few were presented in a slightly different shape in my former book, "Workable Plans for Wide-awake Churches." Untested things have seldom been admitted. Several years of close and vital association with young people's work has enabled me to discover and try many social plans. I started as a Young People's Society officer at fifteen years of age, and that was beyond "day before yesterday." The book began at a training-school held in Kansas six years ago. It crystalized into more formal shape in the summer of 1906 from lectures given at the Des Plaines (Illinois) Camp Grounds. Some stalwart men may question the wisdom of a pastor putting out social plans. Before delivering the lecture the first time, some feared that the spirituality of the assembly might be injured

Introduction

by them. At the close these godly brethren assured me that nothing could possibly aid a Church more if sanely used. This sentiment, expressed from Pennsylvania to New Mexico by individuals hearing these plans, delivered as lectures, has given me courage to put them into shape. My one supreme purpose in life is, to make disciples for the Great Teacher. There is no other way for men and women to reach their best or to do the largest work in the world, but to follow Him. I would not touch pencil to paper to write this book if I did not believe that it would help to show the Young People the winsomeness, the high leadership and the victory-power of the Man of Galilee, our Savior. It will take sanity and consecration, high purpose, and tact to work many of the plans. I am sure, however, that in the hands of the right people social plans can help to show that the "joy of the Lord" is the real joy that men are seeking after. Spirituality and sociability are twin brothers.

Rev. J. G. Greenough, in opening the chapter on "The Water Made Wine" in "The Miracles of Jesus," says: "The first miracle which Jesus wrought was done at a wedding feast, the happiest occasion of human life." He heads another paragraph: "Christ commencing His redeeming work in an atmosphere of joy," and adds: "That opening should never be forgotten, for it spreads its glad and tender coloring over all the rest. We are told that He who came to heal all sorrows introduced Himself with the sunny

Introduction

gladness of one who could enter into all pure joys." The Church needs to remember this fact. Once Christians negated the pleasure life. That seemed sufficient. They are wiser to-day. They rather undertake to direct and control. A somber, laughless religion will never attract the young. Funless theology builds fanaticism. The sunlight of joy alone keeps faith healthy. Happiness of the natural sort does not come alone from spiritual contemplation and religious work. It is related to physical states. Social joy results from brotherliness, and in learning to love our brother we find how to love God. Material pleasure of a sweet and heartening order may then aid sane spirituality. To win friends is to equip ourselves to win "souls." Some at Athens "clave unto Paul and believed." The rest turned away from Christ. The friend-maker is a disciple-winner. Cordiality opens blind eyes to the nearby Elder Brother. Good fellowship is always the forerunner of a revival. All encouragements of Church friendliness, therefore, stimulate the Kingdom's growth.

It is even still necessary to disprove Satan's allegation that "religion is a dry creed with all the pleasure and laughter squeezed out." Young people, especially, are advised by the great Liar and his aides that "fun days" can only be satisfactorily spent out in the "world." "Join the Church when you settle down," he says. Other folks have been frozen into doubt by cold-storage religious plants. Some have been frightened away by unsympathetic frigidity or even mistreatment by "pro-

Introduction

fessed" Christians. We must meet and melt them by hearty and united kindness.

Jesus illustrated the gospel invitation by a feast. When regular guests failed, others were compelled to come. This parable frequently works when taken literally. We may draw unbelievers into regular banquets and then give them a taste of the gospel that can not be brought to them in any other way. We may by various sorts of socials draw different classes into the Church, and there win them by putting them among a Christian company. The very atmosphere, the happy faces, the touching cordiality, the peaceful faith of the people, will mellow the heart for good seed. They may only come back to the regular Church service to see newly-made friends, but will then hear the gospel. Strangers and occasional comers can here be talked to in a close and personal way, which is impossible in the audience-room aisle. Grace Church rarely, if ever, has a social without finding some one ready, after a little explanation and urging, to stand out clearly for Christ. If this did not result, we would hold no more socials. In the warming associations of Christians, men see the beauties of Christ.

But the winning of disciples is not the only thing to be sought for in Church work. We must build stalwart, worth-while believers. This is accomplished not alone by Sunday-school and pulpit instruction. People must be made hungry for better information and higher usefulness. Socials may create interest in needed doc-

Introduction

trines, in valuable religious and general history, in "enriching" reading, and along many practical channels that tend to build bigger people.

People must be harnessed up to some specific sort of Church work if they count as members. In this busy day that is no easy task. We can not hire enough assistants to fit the harness and fasten the traces. By exhibition of various lines of Church work, by touching the conscience and peculiar likes, and by showing the rich fruit-promising soil, we must arouse people to hitch themselves up and seat a driver. Youth's enthusiasm must not be frittered away in froth. It is an eternal waste to permit its loss on the dance-floor and similar places. Beautiful hearts, laughing eyes, and satisfied desires are created in enthusiastic, personally-fitted Church aid work of various sorts. It must be colored and channeled by the social life. That is easy. It will come about in a natural way if heart-rooting information is dispensed in a spring-like atmosphere. Young folks will not be bossed. They will be reasoned with. The foolish loss occasioned by silly pleasure can be pointed out to the young with right samples and methods. No youth is willing to whittle time away. We must direct the fiery energy of the young, or it will shoot at random or explode. If guided in a "building" way, it will not very often jump the track. It is fine fun to point out an enduring monument that has just been finished. Young people's societies fall to death because they are not loaded with

Introduction

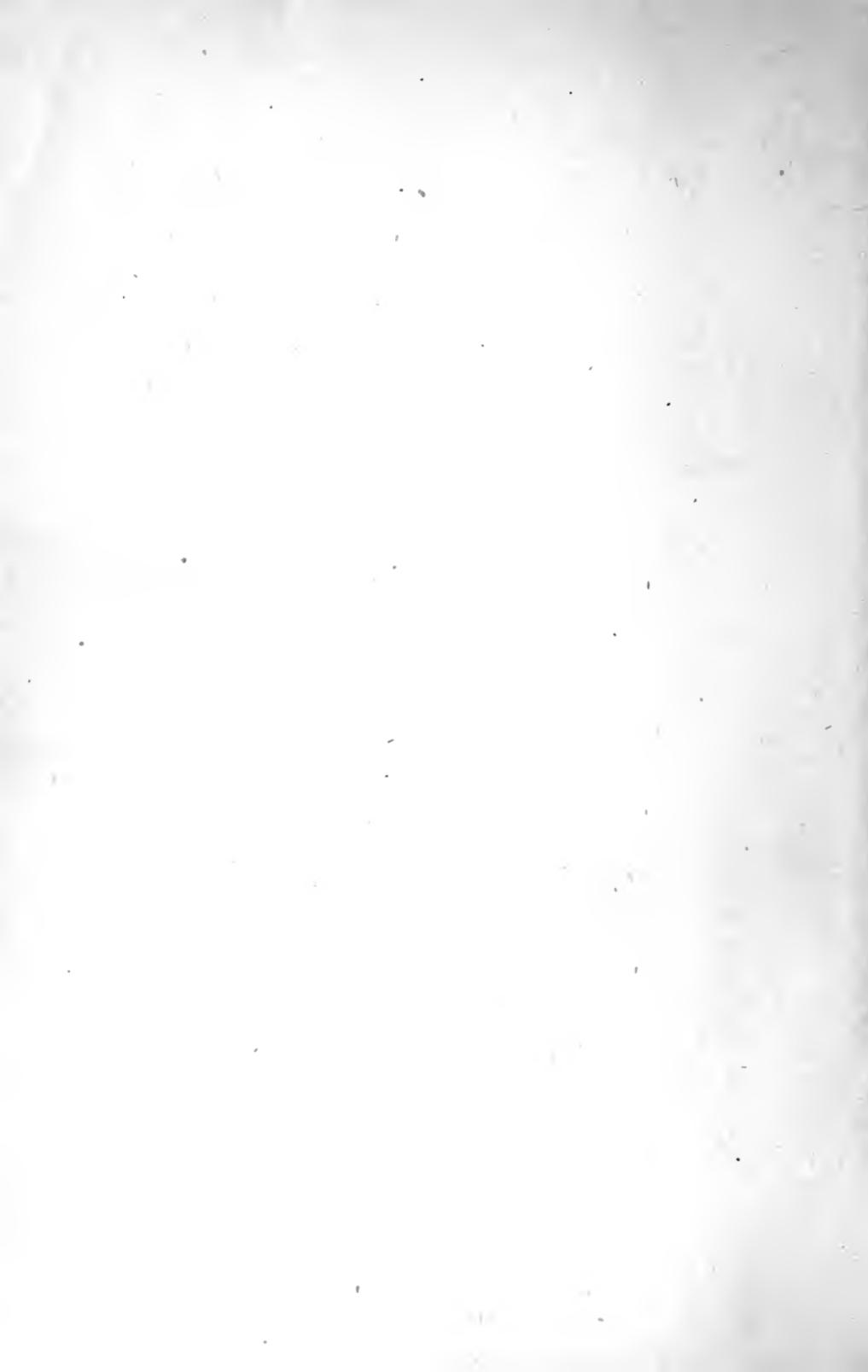
ambition arousing tasks. They enjoy pointing to a piano bought, a window encased, a missionary supported, by their organization. The Crusaders were not old people. The student volunteers are not middle-aged. Appeal to chivalry in youth and they will move a mountain. If, therefore, we employ happiness to attract them to us, and then in a joyous atmosphere light up an open door, the crowd will file through into the field of winning endeavor.

Many of the plans could just as well go under other chapter headings in the book. They can be employed for many more than the suggested purposes. The certain sort of loose progress in the order of the plans is not always clear, though each suggestion is meant to prepare the way for the next. The common criticism of prizes will come. Prizes are not indispensable. Some other designations may be employed. "Reward" or "award" is a better word than "prize." No one objects to a medal when one earns it by work and superior ability. The prize should be only an award for work and merit in the games and programs. Such rewards spur people to their best.

Every plan must fit local conditions and feelings. Some Christians strongly object to social life in the Church or among Church organizations. Prayerfully-planned socials under a high motive and in the eyes of intelligent and unprejudiced leaders will dispel such opposition. If it still lives, then we must proceed as we do in all hard, cold, unreasonable hinderings of the King-

Introduction

dom's advance. We own all things as Christ's disciples. Anything not wrong in itself can be turned to service. We must do all in the name of the Lord Jesus. Our purpose to build the Kingdom must be uppermost and at the core of our hearts. Then pray, ponder, plan, and push until youth's zeal and strength is back of the Master's cause and interests. "Seek first the Kingdom of God." Bring to full ripeness the fruits of the spirit, "love and joy." Claim all the sunshine and happiness of earth for the King. Then scatter it until the day when the whole earth shall be another garden of Eden in which God walks with open face with the children of men who are by nature the "Sons of God."



CHAPTER I.

Winning Young People to Christ Through the Social Nature.

YOUNG people hunger for happy fellowships. The world once made people believe that religion banished and shut out joyousness. Fun was sinful. Wild oats must be sown if a "good time" was secured. Piety usually led to an early death. Robust and gingery young fellows found no place for their energy. Thank God, that day has passed! Paul enumerated "life" as among the "all things" that belonged to believers. (1 Cor. iii, 21, 22.) It is even so. Happiness is as vital in religion as laughter is in the healthy child. We must demonstrate this fact. The fisherman uses the bait that the fish will bite. The business man employs the advertisements that will draw the customers and keep them coming. The soul-saving Church will reach after the young people with devices that draw. A happy social life will do this as will nothing else. It will therefore pay us to study and originate until the particular company within the range of our Church is attracted and won to Christ and His gospel. All the work of the Church must culminate in winning people

Social Plans for Young People

to open discipleship. After years of trial the writer is convinced that no means is so effective as a hearty, happy social life.

There will be no attempt to make one paragraph, in this chapter, fit into another. The plans might be distributed among other chapters, but still they will suggest the wisdom of using every possible plan to attract the attention of happiness-seeking young folk. We must use a great variety of methods, hoping to catch different classes with each one.

LOCAL PLANS CONTEST.

The local Young People's Society can have a Social Department contest. Let each member read and plan until he has worked out a game, a social, or a literary program that has not been used locally. Have them handed to a committee, who will remove names and turn them over to judges, who may select the best plan, following a set of rules agreed on before hand. This will put every one to work, and will give a number of new plans which will likely fit the surrounding conditions. This plan may also uncover material for a future social "chairman," or at least discover committee men.

UTILIZING RETIRED MEMBERS.

The young people's movement is now so old that it often is difficult to have a *young* people's organization. It is such an attractive company that old members find

Winning Young People to Christ

it hard to let go. It must, however, be kept for the young people. We must not lose the experience and interest of the older workers. Make them honorary members of the committees. Arrange to have them lead certain devotional meetings. Give them a reception once in a while, and encourage them to receive the present members of the organization. Keep asking the absent ones to write letters that may be read at socials. They may be full of description of some scene near them. They may be reminiscent of other-day experiences in young people's work. They may tell about members that have gone out into prominent places in the world. They may detail interesting facts about dear departed ones. They may describe and point out dangers or suggest successful plans. They may help in a hundred ways to make the organization efficient and acquainted with facts and people.

RECALLING ABSENT FRIENDS.

A certain "drinking" lodge at eleven o'clock every evening, if two or more are together, stop conversation or business and drink the health of the absent members wherever they are. It is happily not always pledged in strong fluid. A certain Epworth League practices a much more beautiful custom that is worthy of wide imitation. At seven o'clock every Sunday evening the regular order of service is stopped and all members bow together on their knees in silent prayer for the absent members, sometimes remembering a particular

Social Plans for Young People

one that is in special need. It serves to recall the absence and value of those who are away. It reminds different ones that their friends are not there, and leads later to a question and a pressing invitation. Its influence is felt by the absent, and may lead them to prayer, guardedness, and to some other League meeting or religious service. It altogether glorifies friendship and Christian interest and fellowship.

CONTEST SOCIALS BY DIVISIONS.

Divide the members into two groups by selecting leaders, who choose the remainder. The two crowds may then vie with each other in giving a social, taking two months in succession. It may be arranged to decide in some way which gives the best. Various points are considered. It may be decided by the largest attendance of all sorts of people, or the greatest number of young people between certain ages, or the longest list of enrolled strangers. The uniqueness of the program, or the games, or general plans may be considered. If the organization needs money, it will be well to make one of the tests the largest amount of money cleared at the social. This spirit of rivalry sets every one to work and creates a lot of interest. The same plan is valuable when utilized for a literary program, judging only general features. Or half of both programs may be furnished by each one of the groups, and judges secured to award prizes for each feature, making each reward count so many points, seeing which side

Winning Young People to Christ

will have the most points when the two programs have been given; *e. g.*, have two recitations, one by each side, and see which one does the best. Have two solos, two essays, etc., and each time let judges choose the best. The parts must always be taken by *bona fide* members of the side. In the debate, have the negative from one side and the affirmative from the other. Surprising talent will be discovered and developed. Care must, of course, be exercised in choosing so that the sides are evenly balanced.

A CHRISTIAN "SOCIAL CLUB."

Many localities will gladly welcome and make effective a "social" club organized and directed by the young people's organization. A regular meeting time is fixed, the hour of adjournment is agreed upon, and a committee on games and program is appointed. Such an organization can often break up or forestall a "dancing club" or a "card club." It will also rob the falsifiers of their argument that Christians have no "fun." It will bring people within the reach of the Church, and in the atmosphere of a good time enable one to tell the sweet, happy story of Jesus and His friendship.

NEIGHBORING YOUNG PEOPLE ENTERTAINED.

The young people at Westfield, New York, planned a fine social, and invited in a near-by country League with the purpose of giving them a good time. It gave purpose to the social. It put every one on his mettle

Social Plans for Young People

to give the visitors a good time. It created happiness of the Christian sort because it was an effort to make some one else glad. The visitors were made happy and went back to their discouraging field with new vim and vigor. There is always a neighboring Church, in the same city or in the country, where this is possible. The country League may invite the city Church out when the fruit is ripe. The mission Church may be visited by a company, who fill its arms with flowers or fruit to be used by them in the neighborhood.

MANDOLIN OR GLEE CLUB.

Constant effort must be made to interest every person in something. There is of course a danger of the Church undertaking too much, but there is usually a greater danger of having too few catch lines out. There are always a few young people about who like to play the mandolin or guitar. A good-principled teacher will gladly avail himself of the privilege of using the Church and getting the consequent advertising made possible by organizing a "League" or "Endeavor" Mandolin and Guitar Club, and charging a minimum amount for leading it. In the same way a small orchestra can be formed. It will be a valuable attraction at the Sunday evening meeting and at social events. A glee club is also possible if a few of the young people take hold and work it up. The old-fashioned singing-school will draw many and give them real profit, even in the city Churches. Music and song

Winning Young People to Christ

are closely related to religion, and if they are encouraged, people will be brought near to the gospel and the atmosphere will be rarified for carrying a message.

“OLD HOME” STATE RECEPTION.

Have a “State” reception. In the West, where people came from so many different places, this could be frequently varied. Serve refreshments that fit. Few Pennsylvanians would fail to enjoy real old-fashioned “sauerkraut and speck.” New Englanders would go a long way to get the real brown-bread and baked beans that melt in the mouth. Make the decorations in harmony with the State honored. Sunflowers would cause any ex-Kansan to feel very much at home. Have the State song printed and circulated, so that all can sing it. “Maryland, My Maryland,” will stir up any one’s powers of song. See to it that prominent men in the city who were raised in the particular State selected, attend and deliver addresses. Make large plans, so that it will be a worthy event. It might be feasible to honor two or three States the same evening. Denver, in 1905, organized a large number of State “clubs” by such socials, in preparation for entertaining the International Epworth League Convention, and several of these State clubs became permanent.

NATIVE SONS NOTICED.

A native-sons reception will attract attention and interest folk as well as get numberless people acquainted

Social Plans for Young People

with each other. When people meet congenial people and have a good time in a Church, they will give the Church the credit. Folk with common interests seldom fail to be happy together. In many of the new States the home-product sons are scarce, but it will be surprising how they will be interested to find others. Have some of the old settlers tell of the early days, when they had to travel six hundred miles with an ox team. These addresses descriptive of the early city will make the present town seem like the work of a fairy. Souvenirs owned by the early comers can be borrowed and put on exhibition. It might be possible to meet in one of the first really good houses erected in the town. Some might give a brief history of the prominent men that were born in the State. The State Historical Society could furnish many interesting suggestions for the program.

HOME STATE STUDY.

Plan a "home State" study. It is well for people to be enthusiastic about and loyal to their own commonwealth. This is impossible without information. Few citizens can relate the history or even give facts about the present conditions of their own State. Assign a logical set of essays that will bring before people's eyes the facts. An old resident with a living mind could relate incidents of early struggles. An essay might deal with the conditions before the State was admitted to the Union. Another would describe the present popu-

Winning Young People to Christ

lation and give grounds for a belief of a future rapid growth. Great interest would be created if a pioneer would gather up the names of men prominent in any line of life who once lived or were born in the State. Some great leader of, or contributor to, civilization will be found to have lived there. It will surprise some to know that large moneyed interests or some great industry is deeply rooted in another section of the State. Many people do not know, for example, that the agricultural productions of Colorado are greater than the mine output. Another person could prepare an interesting paper on the varied climate of the State. It would surprise the searcher to learn of its valuable health resources. Some people, for example, imagine that the high altitude of Colorado is hard on the nerves, while in fact specialists are now sending people to that State for nerve troubles. Young people do not realize what it has cost to set the high standards held aloft by certain commonwealths. Kansas soil, for example, was soaked with patriots' blood to insure it to be a free State.

CITY STUDY AND BOOSTING.

The city might profitably be studied in the same way. Church people must be the last folk in the town to be called "knockers." If anybody ought to talk up and push up things, it is the members of the Church. They can not do this unless they are posted. Knowledge fires zeal and insures victory along right lines if

Social Plans for Young People

properly utilized. A good way to banish the bad is to crowd it out with good. Prepare a city or town entertainment. Find out where the name originated. Possibly it came from a noted man whose biography is rich with interest. It may come from a foreign word ripe with rallying suggestions. An old resident can probably relate anecdotes or picture the growth seen in his day. A close scrutiny will lead to the discovery that prominent leaders of one sort or another have come out of nearly every little place in the land. Possibly a promising local industry is unknown to many people. The richness of the surrounding country is not realized. It may be possible to start at this time a street-improvement campaign. The superiority of the schools may be emphasized. The presence or work of a local academy or college could be made important. The strategic location on a river or prominent railroad, if pointed out, would build confidence in the hearts of the citizens. A study of the low death rate or of the low per cent of illiteracy in the town, would also add interest for the locality. A dozen advantages can be discovered and depicted in the various essay or address subjects. Gather up pictures of the first houses, display photographs of the founder or of early methods of travel to the town. Request every one to bring some souvenir. Put before the company mounted plans of proposed new buildings. If there is some promising local manufactory, request it to make a display of its products. Study to make the evening full of interest

Winning Young People to Christ

and profit. Such activities should not be left to a so-called secular organization. The Church may lead the way and get a grip that will make its gospel message fuller of meaning. Close the whole program by requesting every one to suggest how the town or city can be improved and advanced.

“AROUND” THE COUNTRY, STATE, CITY, OR CHURCHES.

It has been common to hold “around-the-world trips” by fixing up houses to represent foreign countries. Most people know little about their own land. Try an “around-the-States” social. Either near-by commonwealths could be selected or distant ones employed. Ask a group of folk from Maine to fix up their home in a Maine-like style and serve light refreshments peculiarly “homey” to that State. They could render a program typical of “down-East” folk. A California group could represent in some way their State. A Kansas crowd would decorate with sunflowers and serve corn-made eatables. Each house would have a good speaker to describe the peculiarities and products of that particular State. In this way a vision of your country could be secured that would otherwise be impossible. The same plan can be employed for a study of the State in which one lives. Appoint a committee to represent several important counties in the State. It will surprise one to discover what varied industries and wide products are fenced in by one State’s lines.

Social Plans for Young People

In the same way a city could be studied. The "foreign problem" might thus be brought very close to the people. Appoint committees to represent the various wards or sections of the city. If foreigners populate certain regions, their assistance can be secured to vivify conditions. The same plan might also be employed to represent different denominations. One house would be stately and solemn to carry out the Episcopal idea. Another could be bright, full of light and not over-churchly in appearance to reproduce the "Christian" idea. Each of these homes could contain souvenirs that belong to early Church workers in these denominations. The local Churches would be glad to aid in giving their own Churches full representation. At each place some one should relate the history and the peculiar tenets of that Church. Other things will suggest themselves that can be similarly presented.

COMPELLING STRANGERS TO COME.

Many crowds of young people have few strangers or outsiders in them. Only a limited number attend. Devise some scheme to insure the presence of strangers. Divide the membership into red and white ribbon sides. Pit them against each other for the attendance of new-comers. Insist that the invited ones shall be young people who do not even attend Church, or at least are not members of the local organization. The person accepting the invitation of some one from the "white side" will wear a bit of white ribbon. The "red's"

Winning Young People to Christ

guest will wear red. In this way it will be seen by which side the invited one was brought in. The contesting spirit will set people to work finding and bringing in strangers. Use a new method for introducing strangers. For example, it is discovered by a member that Mr. Smith has not met Miss Brown. He brings up Mr. Smith and introduces him something like this: "Miss Brown, allow me to present Mr. Smith, 22." This does not mean that either Mr. Smith or Miss Brown is twenty-two years of age, but it means that the member has introduced twenty-one other people who before were strangers to each other. He keeps this up, and it brings much fun to find who can announce the highest number of strangers he has made acquainted during the evening.

NEW-COMERS' RECEPTIONS.

Endeavor to find a congenial local member who will take up, follow up, and cheer up a new-comer. If the strangers do not come too fast and thick, assign each one of them to an energetic member. Instruct this person to see that the new-comer is always made to feel at home and is promptly introduced to the home folk. In some places he might give a little party at his house or boarding place for the stranger, and invite in a dozen close friends to help him warm up the heart. Once in awhile give a reception to the new members of the young people's organization or for the people who have just come to town. Make them the guests

Social Plans for Young People

of honor and put them into a formal reception line. See that everything contributes to get them acquainted with each other and with others. At a recent Grace Church social the names of the States were called out, and people from a particular State were gathered into a group and sent into one part of the room to get acquainted with each other. For example, the leader called "Ohio," immediately all in the room who had lived in or who were born in Ohio gathered around the leader. He assigned them a place in the Church, and they gathered there to get acquainted. It was discovered, in several instances, that people who had never before met came from the same town. On another occasion the leader called out every one whose name began with "A." This group, having been collected, was assigned a section of the room. The whole alphabet was grouped in the same way, and thus people were led to declare their names and homes. Still another plan is, to call out all those whose first name is "Charlie," or "Mary," and so on through the list of common names, and let them collect in small groups. Of course, the groups may be composed by including two or three surnames in each one.

METHODIST SHAKEDOWN.

A catchy term will often attract people to a social. It is then our place to see that their highest expectations are realized. A "Methodist shakedown" recently attracted a large crowd to one Church. When the

Winning Young People to Christ

people arrived, each one was met at the door with three different kinds of handshakes. The first greeting was the "Chinese grasp." The new-comer was greeted by a member of the reception committee at the door, who grasped his own hands together and, bowing, said: "Good evening." The greeting was returned in the same way. Then the reception committee member gave him the "society grip," which is carried out by touching the ends of the fingers and lifting the hands up even with the face, and merely moving the arm backward and forward two or three times. Then the hands were again grasped warmly, which was called a "Methodist handshake." The guest then greeted every one present the same way. Much merriment was created by these three forms of greeting, and reserve was dissolved. Later on, in the evening, a complete circle was formed containing every member of the company present. Some one at the piano played a march or a popular song which all could sing. Now began the real Methodist shakedown. A certain person was designated as the beginning of the circle. He turned to his right and shook hands with each person in turn around the circle, finally coming back to his original place. As soon as he had shaken hands with the first person on the right, that person followed him around the circle. The third person did the same, and the fourth and the fifth, until eventually every one in the circle had gone around it and had come back again to his own place. If time is limited, they say but their names and

Social Plans for Young People

shake hands, hurrying around the circle. If, however, the plan is to be extended, request them to give their name and place of birth, and location of Church membership. They do not get a reply, for eventually the addressed person will again shake hands with them and can then declare these facts for himself. After every one has thus gone around the circle, hands are joined, and altogether the company sings "Blest be the tie that binds." Two or three brief prayers emphasizing the beauty and might of brotherliness will root helpful truths. Much real pleasure and large liberty for friendliness is created by this plan. A great company can be handled if the room is large enough. Such a method can be employed for a local union rally. If all can not be put in one circle, form two, seeing to it that the inner one is far enough away from the other to save a collision. Some one could write an interesting paper on the history of the salutations. Paul, it will be remembered, urged the brethren to greet one another with the "holy kiss." The Dunkards still observe this custom literally. Different races employ varied forms of greeting. Another paper could profitably deal with the subject of friendliness. It might be well to call for personal experiences that would emphasize the heart hunger of strangers. There are certain general marks about the palm of a hand that indicate certain traits. Some investigator might bring attention-holding facts along this line. It would

Winning Young People to Christ

be interesting to decipher the hieroglyphics of the different palms.

MONTHLY CHURCH RECEPTIONS.

During one fall in Grace Church we gave a series of socials every month to the whole membership of the Church. The Ladies' Aid was divided into three divisions, each with a competent leader. Then the rest of the ladies who were members of the Church were apportioned to them in equal numbers. Each section gathered all the ladies thus assigned, and planned for one of the monthly socials. The entertainment, plans, and the general arrangements were all to be kept secret. Each division undertook to excel the other. The first group gave a "Methodist shakedown" described above. The second group gave an "old-fashioned country social." The room was decorated with cornstalks, wheat, pumpkins, and other vegetables. Loose straw was scattered over the floor. Baled hay and straw were borrowed, to be used for seats, the pews having been removed.

B. A. P. POEMS AND PIES.

At one monthly social a group gave a "B. A. P.," "L. A. P.," "N. A. P." social. Cards like the following were distributed to every member of the company. "You belong to group No. 12. There are ten persons in your group. Get your group together, then go

Social Plans for Young People

over into the large Church-room. The large letters on the cards of your group will spell the name of an apple. Write a four-line verse of poetry (?) containing the name of your apple. Judges will decide the best and worst efforts, and reward each by a suitable prize." The letter, the group number, and the blank for the number of persons in the group are filled in with pen, in conformity with the letters in the "apple" and its order on the list.

Each card had a letter which would aid in spelling a particular apple. The cards thus formed groups; the number of people necessary to complete the apple-name was given. Though the company was large, it did not take long for the groups to collect. As rapidly as they formed they withdrew into the main audience-room for the purpose of writing an original poem on their apple. The whole group of course assisted with suggestions. After the time allowed for writing was exhausted, all the groups were recalled and the poems were turned over to judges, who designated the best, second best, and the poorest. All the ordinary poems were read. The poorest poem was then read, and that group was called to the front and awarded "N. A. P.," or "no apple-pie." The company composing the second-best poem was then called forward and presented "L. A. P.," or "little apple-pie." They were compelled to at once cut and eat it, before the company. Then the group which had written the best poem was called up and presented a "B. A. P.," or "big apple-pie."

Winning Young People to Christ

This was eighteen inches in diameter, and the group was compelled to cut and eat it before the company. The refreshments were apple-pie, cheese, and milk. Careful plans were laid so that enough apple names were provided to supply a good-sized company. Here is a suggested list:

Gano,	4 letters
Rambo,	5 "
Russet,	6 "
Pippin,	6 "
Winesap,	7 "
Harvest,	7 "
Wealthy,	7 "
Baldwin,	7 "
Jonathan,	8 "
Greening,	8 "
Siberian,	8 "
Ben Davis,	8 "
Sheepnose,	9 "
Astrachan,	9 "
Early June,	9 "
Crab-Apple,	9 "
Bellflower,	10 "
Adams Apple,	10 "
Spitzenberg,	11 "
Northern Spy,	11 "
Maiden Blush,	11 "
Tulpe-hocken,	11 "
<hr/>	
22 varieties,	181 "

PIE REFRESHMENTS AND PROGRAM.

Pie socials offer opportunity for fun, and with right plans the crust of formality that preserves aloofness

Social Plans for Young People

and spoils a good time may be broken. Charge ten cents as the guests come into the room, and deliver paper money cut out and marked "one cent," giving each person one hundred pieces and selling only one lot to a person. Have several places where they can spend their money (the one hundred paper cents). At one place have a tub filled with sawdust, holding a number of cheap tin toys, with a string tied to each. Payment allows them to select a string, and then take away the toy as a memento of the occasion. In the same way they may "pay" and be permitted to reach into a hat and take out a slip of paper inscribed with the name of some kind of pie. (To avoid an over-draft, these cards are prepared after all the pies have been received, so that they correspond with the supply on hand.) The holder then cashes the slip in for the particular piece of pie designated. It might be well to ask every one to write a poem on "pie." Or every one may be requested to bring a short story about "pie," which is to be handed in on arrival. The ten best may then be read. A vote may be taken on the most popular kind of pie. Quotations about pie or dessert may be put into a dish, to be drawn out, when all are to be quiet for five minutes; one may try to commit to memory the quotation in his hand. All who can do so are permitted to recite with the slip hidden. The rest may acknowledge defeat by reading. There are a dozen new things that can be introduced into such a program.

Winning Young People to Christ

USING THE APPLES.

Trifling things often break reserve and start the flow of friendliness. Suppose each person is given an apple to peel when he arrives. See how many can accomplish the feat of taking the whole coat of the apple off without breaking it into even two pieces. Some will take it off in many pieces, others will have only two or three strings. Gather them in the order of their success. Reward the successful ones in some way. Next ask them all to cut the apple in four parts and take out the core. Have an expert housekeeper to inspect the work and see who has wasted the least of the meat. It will take some self-control to keep from eating a piece of the juicy tempter. A heavy penalty should be imposed for doing so. One by one call the people to the front, and have them throw the apple peelings over their heads to the floor. It will likely shape itself into some form that can be identified, or at least likened to a letter of the alphabet. This may be used to predict the name of the future husband or wife, or the trade to be followed, or of something else agreed upon. Or the letter may be announced, and test may be made to see who of the company can spell the longest name beginning with that letter. Other things will easily suggest themselves that can be done with the apples, before the people are finally allowed to eat them.

Social Plans for Young People

PREARRANGED PLEASING ANECDOTES.

Make every one in the company tell a funny story. Announce this beforehand, so that all may be prepared. Have three unknown judges listen and reward the best story-teller. They can consider the newness, the skill in telling, the impersonation, and the aptness in fitting it to the occasion or locality. It will be surprising how many good stories will be told, and that, too, in a fresh and interesting way. This can be made a feature of a social or a part of the evening's program. It may also add zest to choose the poorest anecdote.

PARTIALLY COVERED PHOTOGRAPHS.

Gather photographs of a number of the members. In some way cover the head so that only the hands, body, and feet show. Or cover the face and body, leaving only the hands, feet, and forehead to be seen. Fasten the photographs on the wall, and number each one. Send people along the line of pictures, with a request that they write down their identifications. It will be great fun to see to whom different hands and feet are fitted. Sometimes they will be so characteristic that folk will at once identify them.

REPRODUCING A RAILROAD DEPOT.

The Ladies' Aid of the First Methodist Episcopal Church at Atchison, Kansas, gave a remarkably interesting and fun-provoking entertainment some time ago.

Winning Young People to Christ

It was called "A Day at the Union Station." Different people impersonated folk who would be found about a depot in any ordinary town. There was the little boy who was asking all kinds of questions so insistently and steadily that no one could answer them. Another little urching represented "Joe Garmin," an impudent little rascal, who always lives around a depot, ready to make twitting and irritating remarks to passengers. There was the woman who gets confused and loses her way; the man who distrusts everybody, and carried his trunk into the waiting-room; a crowd of giggling school-girls, and a solemn-looking man who sees fit to rebuke them. There was a garrulous woman, who was incessantly talking to and advising every one; a country bridal party; a woman who abandoned her baby; and a woman left without the means to take herself and children to their destination. There were a few foreigners, several crying babies, hat boxes, bird cages, and an Italian with a hand organ. There was a prima donna who sang in the depot and took up a collection for a poor widow.

All sorts of features can be worked into such a program, and people will enjoy it immensely because it reminds them of real experiences. The teaching element may be brought in by having the real depot-master give some of his experiences, and by closing the whole program with an address by some one, suggesting how the young people can improve the conditions of the surroundings of the local depot.

Social Plans for Young People

BEANS FOR BUYING BOXES.

If the lunch-boxes brought by the young ladies and holding provisions for two, are to be auctioned off, certain rules must be made. The box should be put into a paper sack when the lady arrives, so that no one can know whose box is being sold. Church companies can not permit high-priced paying for the boxes. However, it is possible to have the fun of auctioning without compelling or permitting any one to pay more than a certain fixed price. Suppose it is agreed that the box-supper is to be furnished for twenty-five cents for two. The young ladies furnish the boxes. When the young men arrive, let them purchase one hundred beans for twenty-five cents. Only one lot of beans can be bought by a single person. When the auctioneer begins, use beans instead of money; any one can offer up to one hundred beans, but no more. It is possible to auction for money, and limit the bids to twenty-five cents. Permit the competitors to count the beans as though they were dollars, and offer \$18.50 and \$22.50 as their bids. Once in awhile the auctioneer can have fun by suddenly "knocking down" a package for a small bid. Each one now eats with the person whose box he buys. No trading or trick-work to bring about a change should be permitted. While this plan is old, it never loses its interest or value.

CHAPTER II.

Pure and Heartening Fun for Young People.

THE word "fun" frightens some people. Webster defines it as "merriment." Some extreme religionists define it as a "piety destroyer." Older folk frequently grow impatient with the younger people's demand for it. The playless child is a sick or unhealthy one. The funless young person is sleepy or tricky. Every red-blooded, energetic, vimful young person is bubbling over with fun, and must let it out and feed its desires. If the Church directs its expression and aids in furnishing the right kind, gratitude will cement the heart to religion. The enthusiastic, cheery and obstacle-thwarting optimism of youth will then turn itself to aid the Church, the object of affection. The young people's religious organization that wins the fun-loving nature can be sure to have in return as much loyalty and enthusiasm as any college fraternity or secular club. There is so much pure fun. Young people much prefer to follow lines about which their conscience asks no question. Often the dance, card-table, and similar amusements are patronized chiefly because no other is known. It is our place not to interdict, but to intro-

Social Plans for Young People

duce something better. The "fun" plans may seem almost ridiculous at times, but they may still serve as the means to an ultimate end. Always and always we are watching for a chance to introduce Christ to their hearts. There is no better time than when the heart is open with the pure laughter of full joy. For this very reason staid, trained, and purposeful young people often enter into fun-making plans.

POLICEMAN'S PARADISE.

A "fine" social frequently interests and pleases the people. Every one is urged to bring twenty-five pennies. The committee provides change for those neglecting to bring the small specie. Appoint a number of policemen. Have them to wear a made-up costume, with a tin star. They are provided with a list of fines. No one but the policemen know what they are. At every possible opportunity the officers arrest people, and at once collect the fine. The offenses for which one is fined are ridiculous and surprising. For example, sitting on a chair, one cent; laughing, two cents; talking to a girl, one cent. The more ridiculous the fines, the more fun. Each penny commands a receipt or a piece of paper marked "one cent." When any individual shows twenty-five receipts, he can do as he pleases without further being fined. It would simplify matters and increase fun if he were permitted to exchange this for some kind of a ridiculous certificate so authorizing him. Refreshments are served free to every one hold-

Pure and Heartening Fun for Young People

ing such a certificate. The policemen should be persons who can do these things seriously, otherwise much of the fun leaks away. A mock trial appropriately follows such a plan.

UMBRELLA ADMISSION AND DRILL.

For some regular social in the summer time, preferably one on the lawn, ask every one to bring an umbrella. Make the request impressive in the invitations and Church announcements. It will create much curiosity and start people to asking questions. When the evening comes, arrange some kind of exercise that will create merriment; *e. g.*, have all with straight handles stand on one side, those with curved handles on the other. At a given signal ask them to raise their umbrellas, or use them as soldiers do guns in a sort of drill, and see how many can follow it. Play a "Simon" says to hold up, point, and lower the closed umbrella, and see how many can do as directed, as they do when playing "thumbs up." March around the yard with all umbrellas raised. Give refreshments free to the two having the largest and the smallest umbrellas. Have an extra favor to give each one who presents his umbrella on arrival.

CUT-UP FIGURES IN COLORED PAPER.

Here is a little plan tried by the Epworth League of Barberton, Ohio, on a Washington Birthday. A number of pictures of men, women, and children were

Social Plans for Young People

clipped from various publications. These were then outlined on three different colored papers, so that the head was on white paper, the bust on red paper, and the lower limbs were on blue paper. In other words, when the three pieces forming the figure of a body were put together there would be white, red, and blue paper in the form. These different pieces of colored paper were hidden about the room. The young people were instructed, on coming, to hunt for the three different colored pieces of paper and to paste them together so that they would make the outlines of a body. It was not necessary to get the three different pieces that belonged together. In fact, the more they were mixed the greater the fun. In this way the head of a woman might appear on the body of a boy with the feet of a man. The ridiculous combinations would create indigestion-destroying laughter.

POPCORN AND CRACKERS CONTEST.

A popcorn contest exactly suits some young people. Pick out four girls and four boys. If desired, arrange for the girls present to elect four representatives, and the boys to do the same. Tie eight balls of popcorn to a string and start the contestants to work. First, however, the hands are tied behind them. At a given signal all start in, trying to bite into the ball of popcorn. When either the four boys or the four girls have finished, the winning side is designated. Again the same plan may be employed, but this time compel each

Pure and Heartening Fun for Young People

contestant to eat two large soda-crackers without drinking. Immediately after this task is performed it is incumbent upon each one to whistle "Yankee Doodle." It will amaze the company how slowly the contestants dispose of these two crackers and how long they are in bringing enough moisture into their throats to whistle. Whichever group first completes the task is then declared the winner.

WEARING APRONS AS A PENALTY.

Borrow enough common kitchen aprons to put one upon every gentleman attending. At the proper signal the apron exchanging begins. One young man walks up to another and starts in by saying, "Thank you," and then asks a question. The one addressed must answer by first saying, "Thank you," and then by supplying the answer to the question. If any one fails to introduce his declaration with a "Thank you," he must take the apron of the other fellow. This he fastens upon the one he is already wearing. If he is not quick he will soon be wearing several. The bright man will get rid of his and keep clear if his eyes do not close. After twenty or thirty minutes' drill the contest closes. Every man must then pay five cents for every apron he is wearing, as a fine for being careless in "politeness." The ladies present will enjoy seeing the men robed with aprons. The new garb will embarrass the brightest so that they will be more easily caught than if otherwise attired. Even the bashful fellow will find himself

Social Plans for Young People

doing his best to get rid of the apron. The fellows who have no aprons escape the fine.

EGG-CARRYING RACE.

An egg race is suggested by some one who has tried it with great success. The details are always worked out locally. It can be played outdoors or in the house. Each one is given an egg in a spoon. A leader is started out, and all must follow. He is to hop about every place, holding the egg in the spoon. He may go upstairs or down, around the lot, or any other place. If any one drops his egg, or at any time puts both feet down, he is out of the contest. It is kept up until all but one or two are out. It is well to boil the eggs hard, then, if one is broken, it does not leave its mark.

PASSING CLOTHES-PINS.

Appointed leaders choose sides and arrange the two groups facing each other in two standing lines. Twenty-five clothes-pins are put in a basket at the head of each line. At the count of three each leader picks up a clothes-pin and passes it to the next person. The game is then on. The leaders rapidly pick up the clothes-pins and pass them down the lines. Each one must be handled by every individual in the line, and dropped in the basket at the foot of the line. If one slips to the floor, all the rest must be held until this can be picked up by the person who let it fall. As soon as all the clothes-pins belonging to either side are

Pure and Heartening Fun for Young People

in the second basket, the person at the foot of the line picks them up one by one and starts them back again. Each side undertakes to be the first to pass successfully all the clothes-pins down the line and back again. The side first accomplishing this is, of course, the winner. The people get so nervous in their haste that the pins are dropped. There is also danger of thoughtless unfairness. Every pin must be handled by both hands of every individual. The hurry and danger of dropping the pin starts laughter and breaks stiffness.

PITCHING BEAN BAGS TO ALTERNATING REPRESENTATIVES.

Two leaders choose sides. The leaders face each other at the head of the room. Call one leader "A," the other "B." Next to "A" stands one chosen by "B," then comes a member of his own side, and so on clear down the line, the members of the two sides alternating with each other. Next to "B" stands one of "A's," and then one of his own side, and so on clear down the line. Thus the two sides alternating face each other. "A" is given five white bean bags, and "B" five red ones. "A" must now throw one of his bags to one who belongs to his side who is in "B's" line. This individual must throw it back to the other line, getting it into the hands of a member of his own side, so that the white bean bag goes from side to side, down the line, each time going into the hands of one of "A's" aides. Similarly "B" throws his red bean bag across

Social Plans for Young People

to one of his representatives, and thus, down the line, back and forth, in the same way. Thus one bean bag after another follows until all five reach the foot, when they are started back, to see which color will again first reach the head. When a bean bag is dropped on the floor the line is stopped until this is picked up and started again. It is great fun to see the different colored bags flying back and forth from side to side. Only well-controlled folk keep from getting "rattled." Uproarious laughter is created and the risibilities of the last person are stirred. The task is not nearly so simple as it seems, and the side who first gets the bean bags back has done no easy task. If a score is kept it might be done in a negative way. If the bean bag is thrown to the wrong person or dropped on the floor, it will then count against the side so dropping it, one point. The side first returning the bags is credited with five. It may be, however, that five individuals have dropped bags, then the other side will tie them. Or, if six have dropped them, the other side has made one point, and so wins in the contest. If the test is to be made more complicated, choose three sides, us three colors of bags, and alternate the representatives in threes.

MEN THREADING NEEDLES.

Give all the young men needles the same size, and cotton thread that will fit the needles with difficulty. Have them stand in a row, and at a given signal all

Pure and Heartening Fun for Young People

will start to work. As soon as one succeeds he steps out of the line. A number of plans can then be employed. A corresponding number of young ladies may be lined up on the other side of the room. The man who first succeeds in threading his needle may be given his choice of young ladies. As soon as his needle is threaded he steps over by the side of the one he chooses and hands her the needle. She has previously been given a piece of muslin, and at once begins to make an apron without using scissors. Rewards of merit can then be given, counting the one who first finishes as having gained the highest rank, and giving each one credit in the order in which she completes the apron. And yet, if one of the slower ones has a much finer apron, she may be advanced beyond the swifter ones. Thirty minutes may be assigned for the task, to be counted from the time when the young men start to thread their needles. If a simpler method is desired, have the young men choose sides, and see which group will first thread its needles.

CLOTHES-PIN DOLLS.

Furnish every one a clothes-pin, and some string, and different colored tissue paper. Announce that all must make a doll, clothed, out of these materials. The young men as well as the young ladies must attempt the task. There ought, however, to be separate awards for the men and women. It will be interesting and amusing to see the result. Taste and skill can both be exhibited.

Social Plans for Young People

1

TOOTH-PICKS AND BEANS.

Appoint captains, who will promptly choose seven assistants. Place eight on each side of a table, and plan for a bean-dish contest. When thus arranged, place a small saucer holding a dozen or eighteen beans in front of each person. Give to each one two round tooth-picks. Then the contest is on. The tooth-picks must be used, without wetting them, to pick a bean out of the saucer. A timekeeper stands at one end of the table. He calls, "Hands up!" and all hold the tooth-picks above their heads. He counts three, and when the last number is announced every one starts busily to lifting beans out of his saucer. When any person on either side has lifted out and placed on the table five beans, time is called. Every one stops immediately. The beans on the table are credited to the side which put them there. The total number of beans taken out by each side is recorded, and a second attempt is made, after the beans are all replaced, to again lift the beans out. After ten trials the score is totaled, to see which side, in all the attempts, took out the most beans. It will surprise one the amount of fun that can be created by the attempts to lift the beans. The laughter and exercise will make people forget themselves and get acquainted. Several sections can play the game, and then the winners may contest with each other. It might be fun to have the girls contest with the men. A crowd of married folk might also pit themselves

Pure and Heartening Fun for Young People

against one of single people. Several tables could be arranged if the company is large. Many onlookers get enjoyment by watching a group energetically endeavoring to corner the beans.

PROGRESSIVE UP-JENKINS.

Progressive "Up-Jenkins" will afford an evening of pleasure, or at least take part of the time with profit, and at the same time create sociability. Perhaps it will be well to describe "Up-Jenkins," as once in awhile one is found who does not know how to play it. A twenty-five-cent piece is laid on the table. Equal sides are chosen, each with a "captain." One group is placed on each side of a table. The "captain" of one side is given the "quarter," and at once its members put their hands under the table. The opposite side from the one holding the money, through its "captain," after a moment or two says: "Up, Jenkins!" All of the ordered side, with closed hands, rest their elbows on the table, with the fists in the air. The "captain" then gives another order: "Down, Jenkins!" The hands are then dropped, palm down flat on the table. The piece of money has been shifted around under the table, always starting with the "captain." When the opposing "captain" calls the hands up, the one having the money must hold it in the palm and succeed in getting it to the table, at call, without betraying the fact that it is in his possession. The other side, through its "captain," then tries to get every hand off the table before the hand

Social Plans for Young People

covering the money is ordered up. Any one may try to give orders at any time, but if he is obeyed the quarter is lost to the other side. Only the orders of the "captain" must be obeyed. If the hand hiding the money is ordered up before the rest of the hands have been taken up, the same side retains the money and goes through the same process again. This side gains as many points as there are hands remaining on the table when the covered money was revealed. The "captain" is advised by those on his side, but must finally render his own decision in "calling." The skill is shown in reading a self-conscious face, for it is difficult to look unconcerned when the money is under the hand. When progressive "Up-Jenkins" is played, all cease as soon as one side has forced another at any table to find the money. The number of points made by the side is recorded, and the winners move up to test strength with the next table. In the end the company which has the most points is announced as the winning group. Different sorts of rules can be made, by agreement, to fit any occasion.

SEVENTH SOCIAL SCHEME.

Norway (Maine) Endeavorers tried a "Seventh" social, building everything about this mystical number. Details need not be given. A few suggestions, however, may help. Every seventh guest was admitted free, but was compelled to draw at once on the black-board a picture of some animal. Seven lines of poetry

Pure and Heartening Fun for Young People

must then be composed to fit it. Appoint three young ladies and three young men and the minister as the welcoming committee. Seven games, with the people in groups of seven, may be played. The members of each group then hear a funny story from each person, and decide which is the best. All assemble, and the representative of each group tells the selected story. Seven simple things are served as refreshments for seven cents. People whose age or year of birth has a seven in it are given the seat of honor. While the refreshments are being served, the different groups play "Buz," described in another place. Other numerals can be employed for a social in the same way.

NUMBERED PLACES ON PROGRAM.

A "surprise" program will afford a novel evening. A number of members are written and asked to furnish something for the program that is the easiest for them to do. Endeavor to pick people of varying gifts. They will reply, saying what they will be prepared to carry out. Suppose ten people agree to recite, sing, tell a story, give an experience, recall an important historical event, etc. Just before the program begins, each one takes one of the ten numbers out of a hat, and then, without announcement, comes up as the number is called, to render his performance, the audience meanwhile wondering who is to come next, and what he will do.

Social Plans for Young People

DOOR-FRAME PICTURES.

Have a doorway fixed up as a picture frame. Different individuals dressed in ridiculous costumes, or at least in old-fashioned costumes, appear in the frame. It will be well if they are so disguised that no one can recognize them. Each person in the party must then tell a story suggested by this "picture." If one recognizes who it is, his story ought to be true to life, so that the rest of the company can also recognize the picture. The person in the frame must under no circumstances laugh while the story is being told. It would be well to represent some historical character, and thus test general information. The story-teller would then need to describe events that actually happened, and, if he makes a mistake, the one correcting him should stop the talker and pick up the thread of the story. The plan might be announced ahead of time, so that people could be prepared. Announce that "Revolutionary characters," "Old Mother Goose personages," or "modern financiers" are to be represented. Get a good teacher of history to attend as referee. When one related an incident and was not corrected, the referee might give him ten beans. With these beans, later in the evening, he can buy his refreshments. No one is allowed to tell a second story until all have had a chance. Endless variety can be worked into this plan.

Pure and Heartening Fun for Young People

SHADOW PEOPLE AND EVENTS.

There is great amusement in shadow pictures. Darken one room and put a sheet over the folding-doors leading into the other room. Leave only one lamp in the latter room. Place it about ten or fifteen feet back of the sheet. When one stands between the lamp and the sheet, all sorts of shadows can be made. Illustrate events, and let the people guess what it is, *e. g.*, "a swell affair" may be shown by picturing a boy with a swelled cheek. "Wash day"—have a little girl rubbing out clothes in her tiny tub. In the same way current and historical events may be repeated and guessed. "Mother Goose" can easily be reproduced. "Uncle Tom and Eva" is also easy to bring out. The hands can be fixed up so that they will look like boxing-gloves, and so a fight can be represented. People may pass before the sheet, and every one be given a chance to guess from the shadows who they are.

ANIMAL CRACKERS UTILIZED.

Give out animal crackers to the guests. Each one must identify the animal received, and then tell all he knows about it. A story may be made up, or an experience related, or a trait recalled. It may add to the fun if each one goes to the blackboard and draws a reproduction of the owned animal with a free hand. Judges frequently are called in to designate the best.

ANIMAL-DRAWING CONSEQUENCES.

Animal consequences will create heartening laughter. The first person traces the head of some animal on a piece of paper. It is then folded over so that it is not seen by the next person. This can be done by exactly doubling the piece of paper occupied by the head. It is passed to some one at a distance, who adds the neck; then, after folding, to another, who adds the body. When it is completed, the paper is unfolded, to see if any complete animal has been formed. Sometimes a dog's head will appear on a horse's body which is supported by kangaroo's feet.

INDIVIDUALS COMPARED TO ANIMALS.

Ask each one to write his name on a card. Gather them up. Now request every one in the company to think of some animal and write a characteristic of that animal on a bit of paper. Gather up these slips and put them in another hat. Now write on other slips things animals like to eat, and gather up these slips. Still others may be used to designate the places where animals live, or the company they keep, or something like that. Having three or four sets of slips, begin with the person's names, and lift one out of the hat, then one out from "the characteristics of an animal," and one from "where an animal lives," and then one from "what an animal eats," and so forth. Read them all together. This will describe a person with an animal's

Pure and Heartening Fun for Young People

characteristics, appetite and habits. It will create surprise and may often come close to the real facts.

REPRODUCING AN ADJECTIVE AND NOUN.

Request all in the company to write a noun and adjective beginning with a specified letter. Suppose, for example, it is "C." One individual writes "costly cage," and drops this slip into a hat. Pass the hat around again, and each one picks out a slip. Of course, if he gets his own he puts it back and takes another. Now each one must go to the blackboard and draw a picture representing the words on his slip. The one who gets "costly cage" may go to the blackboard and draw the picture of an expensive, wire-frame woman's hat. Each one endeavors to ludicrously reproduce, in pictorial form, the words inscribed on the paper in his hand.

BOOK CONSEQUENCES.

Play book consequences once in awhile. Write the name of an author, recent or old, according to agreement. Fold it over and hand it on to the next person, who writes the name of the book. Fold it over again and pass it on to the next person, who writes his opinion about some book in his mind. Fold this over and pass it on to the other, who writes where he secured it and what he paid for it. Fold this over and pass it on to the next. After all these statements have been written upon the paper, much fun will result in reading all the

Social Plans for Young People

answers together. Sometimes remarkable coincidences will occur. It will at least call up before the company names of books, authors, and vivify possible opinions about them.

ADVICE AND OPINION.

Various sentences of advice are gathered by a committee previous to the social. They ought to be full of snap and very practical. During the evening they are brought in lying loosely in a hat. The first person makes some statement about the advice slip he is to get, and then, taking out a slip, reads it. For example, a young fellow who has succeeded well in the West makes the statement: "It is mighty foolish to follow this advice," and reaches in the hat to take out the slip, "Go West, young man, and grow up with the country." Some very ridiculous combinations will form themselves in this way. Ofttimes exactly the right words will precede the advice. At other times it will be opposite to what you expect.

MYSTERIOUS FORTUNE-TELLING.

The following new method for creating fun and interest was sent to *The Christian Endeavor World* by Barclay C. Winslow, of Hutchinson, Kansas: "Prepare as many blank cards as there are guests. Upon these cards write appropriate 'fortunes' for each, by using a new pen and a solution of potassium ferrocyanide in water (one dram to four ounces), which will

Pure and Heartening Fun for Young People

be invisible. Arrange separate lists for ladies and gentlemen. Each guest selects a card, hands it to the blind-folded, mysterious 'alchemist,' who dips it into a water solution of ferric chloride (one dram to four ounces), and the writing flashes out a deep blue."

TUBE PAINTS AND BUTTERFLIES.

A surprising result can be secured for a party of young people with tube paints and unrulled writing paper. Take a piece of unrulled writing paper about six inches square, and fold it together once. Open it up, and along one side of the crease drop a little particle of paint from a tube. Use three or four colors, thus having three or four little mounds of paint. Then fold the sheet again. Now take a knife and, with the flat side laid over the folded part of the sheet, press the paint out so that it will take the form of a butterfly wing. The paint will show through the sheet usually so that you can see exactly how it is spreading. A very poor artist can succeed with a little care. Open the sheet up, and you will find a fairy-like-formed butterfly, with many-colored wings. If the first trial is not a success, try again; it is not much trouble to make several attempts. Keep the best ones, and put them on exhibition.

CHAPTER III.

Special Occasions Promising Profit and Social Joy.

WE have a right to make all things serve and contribute to our gospel. We may tincture everything with the glad message of Jesus. He may be brought into every place that is fit for upright and high-purposed folk to go. We do not need to sign anything over to Satan. To teach the world this fact, it is frequently necessary for the Church to pre-empt holidays and gala occasions, and show how to observe them. It is often well to save the Church from cliquish parties by foreclaiming fun-making times for the Christian organization. In this way many who would also be left out in loneliness, attend and make abiding friendships. By observing patriotic occasions, valuable lessons may be taught, and the eye and the ear of some will be caught who would otherwise not even look at the Church. In the study of historic events it is easily possible to emphasize the prominence of devout disciples. In the consideration of factories and local issues, an open door is assured into the hearts of the people, peculiarly interested, while valuable information is at the

Occasions Promising Profit and Social Joy

same time sent out as seed-thought. In arranging socials that utilize peculiar material, personally gathered, we develop people, rivet loyalty, and open up fresh mines. The "vacation social" illustrates this fact. So we must be alert to seize and utilize every special occasion for teaching or profitably pleasing the people about us.

"SPECIAL DAYS."

Rev. Peter Jacobs, of Silver City, Iowa, Fourth Vice-President of the Iowa State Epworth League, has prepared the following suggestions for the Leagues of that State, in the hope that some or all of the days might be observed with a social or an entertainment. It is repeated here because it is valuable and full of suggestion.

"SPECIAL DAYS FOR 1908."

January 1, Wednesday, New Year.

" 5, Sunday, Week of Prayer begins.

" 11, Saturday, Bayard Taylor born, 1825.

" 17, Friday, Benjamin Franklin born, 1706.

" 18, Saturday, Daniel Webster born, 1782.

" 25, Saturday, Robert Burns born, 1759.

Conversion of St. Paul.

" 29, Wednesday, William McKinley born, 1843.

Carnation Day.

" 30, Thursday, Day of Prayer for colleges.

February 2, Sunday, Christian Endeavor Anniversary, 1881.

" Ground Hog Day."

" 7, Friday, Charles Dickens born, 1812.

" 12, Wednesday, Abraham Lincoln born, 1809.

" 14, Friday, St. Valentine's Day.

Social Plans for Young People

February 15, Saturday, "Remember the Maine," 1898.
" 19, Wednesday, Edgar A. Poe born, 1809.
" 22, George Washington born, 1732.
James Russell Lowell born, 1819.
" 26, Wednesday, Victor Hugo born, 1802.
" 27, Thursday, Longfellow born, 1807.

March 1, Sunday, W. D. Howells born, 1837.
" 4, Ash Wednesday, Lent begins.
" 17, Tuesday, St. Patrick's Day.
" 19, Thursday, David Livingstone born, 1813.
" 24, Tuesday, Fanny Crosby born, 1820.

April 1, Wednesday, All Fool's Day.
Bismarck born, 1815.
" 3, Friday, Washington Irving born, 1783.
" 12, Sunday, Palm Sunday.
Decision Day in Sunday-school.
Henry Clay born, 1777.
" 13, Monday, Thos. Jefferson born, 1743.
" 17, Friday, Good Friday.
" 19, Sunday, Easter.
Patriot's Day, 1775.
Primrose Day in England.
" 22, Wednesday, Arbor Day.
J. Sterling Morton born, 1833.
" 23, Thursday, Wm. Shakespeare born, 1564.
" 27, Monday, U. S. Grant born, 1822.

May 1, Friday, May Day.
Dewey Day, 1898.
" 8, Saturday, John Brown born, 1800.
" 15, Friday, Epworth League Anniversary, 1889.
Bird Day.
" 24, Sunday, Memorial Sunday.
" 25, Monday, Ralph Waldo Emerson born, 1803.
" 28, Thursday, Ascension Day.
" 30, Saturday, Decoration Day.

Occasions Promising Profit and Social Joy

June 7, Sunday, Pentecost.
" 14, Sunday, Children's Day in Sunday-school.
 Flag Day, adopted, 1777.
 Harriet B. Stowe born, 1812.
" 15, Monday, Magna Charta, 1215.
" 17, Wednesday, John Wesley born, 1703.
" 24, Wednesday, John the Baptist Day.
" 28, Sunday, Patriotic Sunday.

July 1, Wednesday, Dominion Day, Canada.
" 4, Saturday, Independence Day, 1776.
 Nathaniel Hawthorne born, 1804.
" 10, Friday, Columbus born, 1447.
" 17, Friday, Issac Watts born, 1674.

August 6, Thursday, Alfred Tennyson born, 1809.
 Transfiguration of Jesus.
" 13, Thursday, Pilgrim's Progress published, 1684.
" 15, Saturday, Walter Scott born, 1771.
" 29, Saturday, O. W. Holmes born, 1809.

September 2, Wednesday, Eugene Field born, 1850.
" 6, Sunday, Epworth League Rally.
" 7, Monday, Labor Day.
" 15, Tuesday, J. Fenimore Cooper born, 1789.
" 22, Tuesday, Emancipation Proclamation, 1862.
" 27, Sunday, Sunday-school Rally.

October 12, Monday, Discovery of America, 1492.
" 27, Tuesday, Theodore Roosevelt born, 1858.
" 30, Friday, Dedication of Solomon's Temple,
 B. C. 1004.
" 31 Saturday, All Hallowe'en.

November 3, Tuesday, W. Cullen Bryant born, 1794.
 Election Day.
" 10, Tuesday, Martin Luther born, 1483.
" 26, Thursday, Thanksgiving Day.
" 29, Sunday, World's Temperance Day.

Social Plans for Young People

December 9, Wednesday, John Milton born, 1608.
" 10, Thursday, Wm. Lloyd Garrison born, 1805.
" 17, J. G. Whittier born, 1807.
" 18, Friday, Charles Wesley born, 1708.
" 20, Sunday, Louisiana Purchase Day, 1803.
" 25, Friday, Christmas.
" 27, Sunday, John the Evangelist.
" 29, Tuesday, W. E. Gladstone born, 1809.
" 31, Thursday, Watch Night.

CALENDAR EXHIBITION.

The printing-press is turning out many specimens of rare beauty. It surprises one to discover the artistic calendars now printed for advertising purposes. An unusual and striking exhibition can be provided by encouraging a collection to be displayed. Some people are hobbyizing along this line. The young people's organization could award formal diplomas to the best collection or to the most artistic single calendar. They could use a locally prepared "award" certificate that would be valuable and at the same time advertise the Church. If this is impossible, blue and red ribbons could at least be given. The collections could be grouped in various ways. The Sunday-school may be pitted against the Young People, to see which has the finest collection. The Ladies' Aid and the Men's Club might also be added, giving each group one of the four corners of the exhibition-room. A few of the best subjects will doubtless offer an opportunity for a story. The work of the finest artists is oftentimes reproduced

Occasions Promising Profit and Social Joy

on calendars. The history of this artist, together with a story of the painting, would be intensely interesting. Every one would be glad to hear a description dealing with the making of the calendar. Some presses can now put four and six colors on a piece of paper. It would not be amiss at the same time for some one else to tell about the manufacture of paper and of ink. It would also be appropriate to have some one give a history of the names assigned to the months of the year. He could also relate how we keep track of them, and why it is that one year is frequently a day longer than the other years. There are so many interesting things to be related at a calendar exhibition. It will catch folks that nothing else will attract.

LINCOLN'S BIRTHDAY SUGGESTIONS.

Lincoln's Birthday affords a wide opportunity for a patriotic program. Many local features will color it attractively. The old settlers gladly make suggestions and co-operate. An interesting and instructive collection of Civil War souvenirs can always be gathered. Ofttimes the owners can tell valuable instances that enrich history and attract people. We are accustomed to garbing ourselves in costumes appropriate for Colonial days, but we seldom reproduce those of the sixties. It would be a fine thing to have a few young men dressed in the uniforms that were worn during the Civil War. If one-half dozen uniforms could be secured, together with old guns, a military drill given

Social Plans for Young People

by young men dressed in them would be three times as interesting as an ordinary one. If a set of pictures representing Lincoln from boyhood to martyrdom were pasted on cards and hung on the wall, valuable facts might be impressed. These could be taken from books, or even old photographs might be borrowed. An exhibition of volumes dealing with the life of Lincoln would also surprise and influence folk. Have two or three of Lincoln's best speeches reproduced by good declaimers. One or two essays might deal with different phases of his life. Interesting games could also be devised. For example, one person gives an historical event beginning with "L," another adds one beginning with the letter "I," and so on, until the name is spelled out. A unique and striking souvenir of the occasion will make the event live for many days after it is over.

SAINT VALENTINE'S DAY.

Here is a Valentine-Day suggestion, given in the *Epworth Herald* some time ago, by Miss Maude B. Little. It looks promising enough to deserve a place here, and so I have pushed it in.

THE POETS AND CUPID.

FOR ST. VALENTINE'S DAY.

Use the February Flower (Primrose) for Decoration.

SCRIPTURE LESSON—Ruth ii, 11-17.

PRAYER.

VOCAL SOLO—"An Old Sweetheart of Mine." (J. W. Riley.)

Occasions Promising Profit and Social Joy

READING—"The Lover's Coming." (Jean Ingelow.)

RECITATION—"Love Omnipresent." (N. P. Willis.)

READING BY FOUR LEAGUERS—"What is Love." (John Dryden.)

VOCAL SOLO—"Will You Love Me When I'm Old?"

RECITATION—"The Three Lovers." (Will Carleton in
"Farm Legends.")

READING—"Love's Sweet Memories." (Sarah J. Lippincott,
"Grace Greenwood.")

MANDOLIN AND GUITAR DUET—"Juanita." (Norton)

RECITATION—"Lady Clare." (Tennyson.)

VOCAL SOLO—"Take Back the Heart." (Claribel.)

READING—"My Eyes, How I Love You!" (J. G. Saxe.)

RECITATION—"Adieu." (Thomas Carlyle.)

INSTRUMENTAL MUSIC—"Wedding March from Lohengrin."

"During the rendition of this piece the guests choose partners and march into an adjoining room, where the old game of 'quoits' is played with heart-shaped rings substituted for round ones. For every point won a small red paper heart is given. One-half the number of these have written upon them the name of some familiar character in poetry; as Lowell's 'Rosaline,' Shakespeare's 'Romeo,' or Lytton's 'Leoline.' The remaining hearts contain a word which jingles with the name; as, 'queen,' 'so,' 'seen,' etc. The person collecting the most rhymes is then introduced as 'poet laureate,' and must appear at the next League social with an original poem, each line ending with one of the words which he holds. Distribute slips of paper for a musical contest. A serenade of six sentimental ditties is played from without. All are played on different instruments simultaneously, the guests to write

Social Plans for Young People

the titles from memory, the most correct list to be read aloud. Another exercise which may be enjoyed is a list of couplets or quotations descriptive of some heroine in verse, which the chairman reads aloud, to be answered by the men present, as:

- ‘Beneath her torn hat glowed the wealth
Of simple beauty and rustic health.’
- ‘Queen rose of the rosebud garden of girls.’
- ‘And this maiden she lived with no other thought than to love
and be loved by me.’
- ‘Loveliest of Dacotah women.’
- ‘See, there she stands and waves her hands upon the quay.’
- ‘She would never endure an impudent stare ;
It is horrid, she says, and I must n’t sit there.’
- ‘O, pale, pale now, those rosy lips I aft hae kissed sae fondly.’
- ‘Her face it is the fairest that e’er the sun shone on.’’’

VALENTINE POSTOFFICE.

Valentine Day offers opportunity for large fun and even profit. A postoffice could be opened at the social. Each person should drop in one or more valentines addressed to individuals. These valentines must be called for in due order and opened. They might consist of original poems, or stories, or good quotations. The program is made up by each person reading his valentine. Funny original drawings may also be distributed, and the person receiving one be compelled to copy it as correctly as possible on the blackboard. It would be well to have some one read an essay giving an account of the origin of Valentine Day. A big heart

Occasions Promising Profit and Social Joy

pasted on a sheet offers an opportunity for a blindfolded person to see how near the center he can pin an arrow. An exhibition of original designs for valentines might uncover talent and create interest. Partners could be formed by cutting a heart in as intricate a way as possible, into two parts. One part is given to a gentleman and the other to a lady. The refreshments should be in conformity with the evening.

HALLOWE'EN SUGGESTIONS.

The Young People's organization should pre-empt the right to every fun-making holiday for a unique and heart-cheering social. It can thus draw people to the Church, and at the same time keep the young people from harmful amusements likely to come at these "free-going" times. Halloween is such an occasion. There are so many original minds among the young people that one runs a risk in making suggestions, but even an old game may lead us out into new channels.

a—HIDDEN MEETING-PLACE.

One bubbling-over crowd arranged carefully for the girls to meet in a section of the city unknown to the boys. It took a good deal of secrecy and scheming, but they succeeded pretty well. It was then the boys' business to find the house where the girls were meeting. After awhile they found them all masked, and dressed in sheets. Of course, their first task was to identify them.

Social Plans for Young People

b—STREET TRAMPS TO A BARN.

Another lot of lively younger folk chose a barn in a remote place, whose location was known to a very few people. The committee went there early and adorned it with the usual pumpkin faces and "witch" booths. The crowd met at the Church, and under the leadership of a sheeted figure, with a mask to hide his identity, started through alleys and across vacant lots to find the barn. The leader knew the destination, and planned to take them the longest possible route and in the most unusual ways to the rendezvous. Every one was supposed to wear a sheet. The procession made an imposing spectacle. Arriving at the destination, the company was led up a ladder through the garret of the barn, and then down the steps to the floored carriage-house, where all sorts of games were provided. At another time the company started from a small room in the church, and were led several blocks back again to the parlors of the church, which were darkened when the crowd left.

c—FORTUNE-TELLING AIDS.

A few old games may suggest others. In a pan filled with sand put a number of rhymes predicting the future of the boys who are likely to attend. Of course, no names will be written, but if possible give the rhymes a local color. It would add to the fun to write given names on the slips. The boys, blindfolded, take out

Occasions Promising Profit and Social Joy

one rhyme after another, and at once read it aloud. Provide another for the girls in the same way. Remarkable hits will be made. Or all of the names of the girls may be put in the pan later, and each boy takes out one, and this one he is to take as his partner for refreshments, and also to accompany her home, no matter whom he came with. Blindfold the boys, and have them describe the dress of some girl, and the one most nearly designated will be his partner for the game. To do this it will be necessary for the boys to be put into another room and to remain in ignorance about what they are to do until led into the girls' assembly-room, blindfolded.

d—HORSE-SHOE USE AND EXHIBIT.

Suspend a fair-sized horse-shoe from a door. Provide three small apples that will pass through the shoe without leaving much room to spare. Give every one a chance to throw them through. If the three come out the other side without shaking the shoe, good luck is insured for the year. Ask every one to bring a horse-shoe with him, and make a display of them, with the names of the owners attached. At some time during the evening request every one to tell where he got the shoe and how long it has belonged to him. Award various colored ribbons to the exhibits. The oldest shoe, or the best-preserved one that has been in actual use, or the oddest-shaped one, or the one brought from the

Social Plans for Young People

farthest place after coming off the foot of the horse. A dozen other rewards will suggest themselves.

e—LETTER-MARKED PUMPKINS.

Mark letters of the alphabet around a pumpkin. Whirl a person around and command him, on stopping, to stab into the yellow fruit with a hat pin previously placed in his hands. The letter on the pumpkin which he strikes will start the name of the future husband or wife, or the profession he will enter, or the town he will live in, or the kind of fruit he likes best, or anything else agreed upon. The same plan may be pursued by blindfolding a person.

f—GIRLS' DESTINY SETTLED.

Have three pans of water. Blindfold the girls one by one, and lead them up after the pans have been rearranged, so that they do not know where the different ones sit. They must then put their fingers into one or the other. Those who select the soapy one are to be widows ("grass or sod"). Those who select the clear one are to live happily married, and the empty dish, are to be "unclaimed or resisting" sisters, poor old maids, all their lives.

g—LEAD LETTERS.

Melt lead and drop it into water. It is sure to take some unusual shape that can be interpreted by the alert minds of the young. This will tell the trade of the

Occasions Promising Profit and Social Joy

man the girl is to marry. Or it will predict the line of the extravagance of the wife. Or it will tell the name of the town where the final home will be made. It can be named almost anything. It will, however, be surprising how many different shapes the lead will take.

h—HALLOWE'EN GREETINGS FOR NEW GUESTS.

There are many ways of breaking the ice at a Hallowe'en social. One crowd of young people blindfolded each new guest, and compelled him to shake hands with each person, in turn, and tell who it was. If he failed after three guesses, he was told, and the letter beginning the name was put on his back with chalk. The name of the person not known may be written on a piece of paper and the poor guesser be compelled to find that person after the bandage is removed. This latter plan would enable him to get acquainted with every one in attendance. Here is another plan possible for use. As the guests come, write each one's name on a card. After awhile pin these, one by one, on people's backs. It will then be necessary for each person to find whose name is on his back, by asking questions.

FALL VACATION RECITALS.

This is the day of vacation. Most firms recognize that better work results if employees are given a couple of weeks for change and rest. The extra-strenuous life of America demands it. Foolish people alone neglect to

Social Plans for Young People

take a period of recreation. Nearly every one has a different way of spending the rest time. Announce in the spring that a vacation social will be held in the fall. Every one will be asked to tell something about his actions during that period. Conscious of this fact, every one will be alert to discover and preserve interesting and valuable material to tell about at this social. In this way he will get more out of the vacation, since he will seek for sights and incidents. The social will be full of suggestions. It will open new ways of spending the time, as well as suggest places within reach of most pocketbooks. The joy and light of each will be contributed to a common fund upon which all can draw. The likes and bents of various folk will be discovered and made vivid. Request each one to bring back pictures or mementos of their trips. The kodak patron can make an interesting exhibit. He might be able to reproduce some pictures for a stereopticon. The historical mind would tell about events related to the place he visited. The "mixer" would joyfully relate an account of renowned people he had seen or had become acquainted with. A few have discovered new games, which they can suggest and lead in trying. Even the people who remain at home will doubtless be able to tell about some new book read or work done in the home yard. A few who wasted the vacation period will be made ashamed of themselves and will be led to plan for better employment for another year. Endless possibilities open up for such a social.

Occasions Promising Profit and Social Joy

AMATEUR PHOTOGRAPHY DISPLAY.

This is the day of amateur photography. Nearly every one has a picture-producer, or else copies of pictures taken by friends. Request each one to bring the five best kodak pictures in his possession. Place them in a cluster on exhibition. Appoint judges to blue-ribbon the best five, and to red-ribbon the second-best collection of five. After the judges have designated the best five pictures on exhibition, request the owners to tell the history of the pictures. Invite the best-posted local owner of a kodak supply store to explain how to get the best results with a camera. Another, an amateur, will probably be glad to tell how he develops a negative and prints pictures. A few might spontaneously relate amusing incidents experienced in taking pictures. It will not be amiss to allow some dealer to put supplies on sale, together with kodaks, if he allows a liberal commission to the organization on all goods sold. This plan carries so many local suggestions that few details are necessary here.

APPORTIONING SEASONS TO GROUPS.

Represent the seasons at a social. The membership may be divided into four sections. This may be accomplished by appointing four leaders and having them choose the remainder of the young people. Each group will then meet and plan, for weeks, to represent the seasons assigned. There will be a spirit of rivalry. Assign each group twenty minutes on a program, and

Social Plans for Young People

let them use the time for recitations, for songs, for pantomime work, or in any way it chooses. The judges, who are unrelated to the participants, will render a decision as to the best representation. Outsiders will be invited to attend, and may, by their costume, reproduce any season they desire. After all groups have finished, games of various sorts may be played. Let the audience vote the most desirable of the four seasons. Interest as many as possible in the costumes. Have some one read a paper giving an account of the origin of the names. Much originality and interest is possible. Blue-ribbon the best represented season, as well as decide the best feature-section on the program.

BIRD-STUDY EVENING.

Try an evening with birds. Close and profitable interest is insured. Assign subjects to individuals interested along this line. Some will prepare a paper on different species. Others will gather illustrations of the sense exhibited by particular birds. Of course, they will be warned against "nature fakers." A local dealer will probably loan a few stuffed birds. A strong paper can be written discouraging the use of birds for hats, etc. The wanton hunter might also be aroused to see not only his cruelty, but the danger brought on the country by so freely killing everything that comes within reach of shot. We are told that destructive insects are picked off fruit and grain by some birds that are counted common pests. It would be interesting if

Occasions Promising Profit and Social Joy

a few trained birds could be displayed. A parrot might talk. The possibility and method of teaching a crow to converse might be explained. The work of carrier pigeons would amaze most auditors. Pictures of most all of the feathered tribe, beautifully colored and very realistic, can usually be secured. Plenty of details will suggest themselves to make this an enriching evening.

ROSE FACTS AND LESSONS.

A rose evening need not be limited to California. Every community at certain seasons can arrange them. Decorate with roses profusely. Go to the woods and get some of the simple-faced, wild ones. Give every guest as nice a one as can be secured. Have several poems on roses read. Have some one look up the origin of the name, and cultivation of some of the most beautiful blossoms. Invite an expert, who will give information about success in raising them. Have a few people tell why they like roses, and others draw lessons and illustrations from them. Request every one that can do so to bring a bouquet, and send them to the hospital. Charge an admission, or take up an offering, and use the money to buy a few beautiful rose-bushes for some old people who love them but are too poor to buy them. It might also be interesting to find out if anything can be manufactured from roses. A description of the process employed in making perfumery will hold attention. Make roses so prominent that people will go away anxious to carry the beauty and

Social Plans for Young People

the fragrance of the rose in their faces, so that they may remind people of God's gardens in the Homeland.

CORN-CARNIVAL POSSIBILITIES.

Atchison, Kansas, has achieved almost a national reputation by virtue of the corn carnival which it inaugurated in the fall a few years ago. There is no reason why many Churches could not imitate it on a small scale. Blue-ribbon the best dozen ears brought into the exhibit. One or more of the local merchants will offer a few prizes. Give a reward for the best "Johnny cake" exhibited. Serve corn pan-cakes with corn syrup. Decorate with strung corn of various colors, and with husks and the full stalk. The "silks" can also be used to advantage. Dolls unique and cute can be made and sold, as can all sorts of curious things; all out of corn. Have some one give a list of the things made out of corn, and tell how they are manufactured. Invite an expert to tell the best methods of raising corn. Gather some jokes and some "Kansas" and "Oklahoma" stories about its size and growth, to be read publicly at frequent intervals. There is large opportunity for originality and profit in such a "carnival." It can be made to run for two or three days, if so desired.

LOCAL MILL OR FACTORY STUDY.

Plan a study of the local mill or factory. Pick about five people, and have them meet the general manager

Occasions Promising Profit and Social Joy

and agree which department each one shall study, to gather a description of its work. Ask the general manager if he will relate the history of the plant from its inception to date. Possibly he will provide the essayists with samples showing the work of each department. He might also be willing to furnish an exhibition of the finished products. If possible, have the employees suggest a representative who will point out the way in which the Church can be helpful to them. Advertise the program extensively in the city. Residents will be surprised to learn of the size and importance of the local plant. The employees will be pleased at the attention given them, and will think more kindly of the religious organization in the future. The factory owners will likely be more ready to give practical encouragement to the Church in the following days. The Church must create for itself a standing among men if it gets a hearing. Such plans as this will touch lives that will otherwise fail to notice its presence or hear its gospel.

NATIONAL FLAGS AND GOVERNMENTS.

Endeavor to secure the flags of a number of foreign nations. If this is impossible, procure the pictures of several or, better still, endeavor to discover a local artist who can draw a large-size reproduction of them. Around a flag build a study of the nation it represents. The origin of the flag may be told. The form of government should be described. This will easily lead

Social Plans for Young People

up to a study of our own flag, and a contrast showing the larger liberties of Americans. Warnings can be brought in to impress what is necessary to make the Stars and Stripes continue to be the herald of great liberty. In this way patriotism can be promulgated in an unusual and striking way. The story of the little old woman who made the first American flag, and the picture of her home, which still stands in Philadelphia, can be reproduced. For five cents a souvenir picture can be purchased from the association which is preserving the old house in its original state. Striking stories can be gathered about every flag. Amazing conditions of government will open up. Professor Steiner, in the "Trail of the Immigrant," states that two-thirds of the 100,000 Bohemians in Chicago are infidels. They identify religion with the Catholic Church, which gives backing to the terrible oppression which their countrymen are compelled to endure. Even the German flag or the English flag does not stand for the large liberty and opportunity that come under the protection of the glorious American banner.

MOCK TRIALS, LEGISLATURES, COUNCILS.

We can not afford to outgrow the old-fashioned mock trial, legislature, and city council. There is limitless fun in such a program, and unusual and impressive information may be gathered. One of the most aristocratic Churches in Denver recently had a mock trial, given by the Men's Club, composed of

Occasions Promising Profit and Social Joy

lawyers, doctors, etc. Few people really know how a court of justice is run. There is always a competent person who will consent to sit as Judge and instruct concerning procedure. Either a local case can be taken up, or a supposed cause of suit can be hatched, involving some prominent members of the League. The legislature can also assemble and have vigorous discussion over a Local Option bill. This may gather real attention, and may help to shape a usable "bill." The city council may also be in session in a Church-room. There are usually Irish members who can be impersonated, as well as Germans. The "council" session may "take off" the weaknesses of members. Or it may enter into real problems, discussing them in a serious way. This will often lead to thought, and sometimes it will bring action. Of course, all of the speeches, bills, and motions must be carefully thought out. Preparation must be insisted upon, since one thing to be gained is the intellectual stimulus that comes in this way. Practical information and parliamentary drill also result.

REALISTIC OCEAN AND EUROPEAN TRAVEL.

A "trip to Europe" program offers vast possibilities for information and fun. Each step of the journey may be assigned to different individuals. One investigates the best steamboat company, giving its history, its rates, its finest boat (showing a picture, if possible, with a diagram of the interior) its equipment of men, and

Social Plans for Young People

passenger capacity, the cost of running it across, and the time consumed in the trip. Many interesting facts can be gathered, *e. g.*, the Cunard Line has never lost a boat or had a dangerous accident, because of extreme caution. This "line" began by adopting the model of "Whittling Sammy" Cunard, who had worked long in cutting out with his knife a new ship model, which came to the attention of some practical capitalists. Another paper could gather up "experiences of ocean travel." This might include games played, food served, entertainments given, "sick" stories and experiences, wireless telegraph, boat newspapers, and a score of other things. The next essay could deal with the railroads of foreign lands, their ownership, rules, style of cars, speed, price of tickets, "classes," road bed, accidents, and a dozen other similar things of engrossing interest. Another paper might take up the street car, bus, and hack service, and the peculiar vehicles used, the odd customs of the drivers, and the charges made. Still another paper could take up a study of the hotels, inns, and boarding-houses. Here is place for a description of the meals, the menu, the service, the rules, and other things so different from our own land.

RECOGNIZING ADVERTISING SAMPLES.

This is the age of advertising. More than a billion dollars a year is now spent in publicity work. He who fails to use printer's ink will find himself in the rear of the procession. Every one reads the ads. It

Occasions Promising Profit and Social Joy

is interesting and instructive. Cut out thirty or forty of the most common, and so remove the names of the firms that the only thing left to recognize them will be a trademark or some picture that is used regularly, *e. g.*, the picture of the devil is used with Underwood's deviled ham. A little dog, listening, appears with another advertisement. Pin these clippings around the wall, and write a number on every one. Start the people about, to discover the things with the partially reproduced advertisement represents. After awhile collect the lists and correct them. Memory will be tested. Some may also get pointers about advertising as the best remembered ads. are noticed. A specialist can be found to give a valuable address on the subject.

Here is a list of advertisements that were clipped and fastened about the wall of a room, with the particular name of the firm obliterated: "Douglas Shoe," "Ostrander Real Estate," "Ostermoor Mattresses," "Globe-Wernicke Elastic Book Case," "Mennen's Toilet Powder," "Lowney's," "Force," "Van Camp's Soups," "Zu-Zu," "Corticelli Silk," "Rising Sun Stove Polish," "Saturday Evening Post," "Corliss Coon Collar," "Eastman's Kodak," "Quaker Oats," "Baker's Chocolate," "A Home Like Church," "Ivory Soap," "President Suspenders," "Prudential," "Shredded Wheat," "Libby Pork and Beans," "Eskay Food," "Victor Talking Machines," "Hand Sapolio," "Vitos," "Pearline," "Garland Stoves," "Egg-O-See," "Heintz's Pork and Beans," "The Arrow Collar," "Colorado Sani-

Social Plans for Young People

tarium," "Gold Medal Flour," "Swift's Hams," "Whitley's Exerciser," "Pettijohn," "Jello," "Toffee King," "Bon Ami," "Underwood's Deviled Ham," "Boston Garter," "Fairy Soap," "Youth's Companion."

WEEKDAY-FAIR BOOTHES.

It is foolish to use the incident, when Jesus cleansed the temple, to prove that the Church money-raising undertakings are sinful. The men driven out by the Master were making profit for themselves, alone. People will work for and donate to Church fairs when otherwise their aid would be utterly lost. If a Church fair is planned, make it unusual. For example, place the articles in booths dedicated to different days. Monday will have everything for sale that is related to washday and the washroom. Tuesday will call to its aid the things that are valuable to the ironer. Wednesday will offer things to assist in mending. Thursday will contribute to the reception day. Here will come the refreshments that are served to immediate eaters. Friday will present dust-cloths and the assistance for house sweeping and cleaning. Saturday represents baking day. Here will be articles for the cook, and bulk eatables for sale. Sunday will suggest better clothing and encouragements to worship. Much ingenuity can be utilized in fixing these booths and arranging them so that people will be anxious to visit every single one.

CHAPTER IV.

Methods for Melting People into Friendliness.

THE Church is frequently charged with being chilly. This is unchristian, if true. Cordiality is Christly. Frigid folk often make free charges when the whole fault is with them. Small Churches find it easy to live among themselves. City congregations congeal into selfish circles at a small chance. Only specific effort can approach a solution of the problem of Church friendliness. Both effort and spirit are necessary on the part of the leaders. Friends are so potent. Character is made or marred by fellowships. It is not enough to get folk to church. We must touch their hearts and give them daily help through the medium of new and warm friendships. The social life must largely do this. There is neither place nor time at the regular worship hours. Plans that melt the frost of aloofness and start the flow of words will win. Make people unbend by doing something. Search out the "strangers," and rub out this appellation after their names. Handle large companies by groups, who must work together and who will be put on their mettle by

Social Plans for Young People

being pitted against another group. Discover hidden talents. Utilize local ability. Bring out names so that they will be printed on memory with the faces. Arouse and discover kindred interests. Nothing strengthens a Church like the solid unity growing out of friendly sociability.

The plans given below are arranged in a suggestive order. The first ones are for first use with a new company, shy, and reserved. This must be banished by some simple scheme. The more pretentious methods may be employed later, or in a larger company.

SEATED ON DISCOVERY.

Hide something in a room from which all have been excluded. Let the company come back. As one discovers the designated thing that has been hidden, he sits down without saying a word. The rest must stand up until they, too, discover it. Composure is tested, for when they find themselves alone it will agitate. Much merriment will be created, for some will look at the hidden article again and again, and not see it.

GUESSING PAGES AND WORDS.

A little test of observation is interesting, and even amusing. Have some one read a paragraph, and then request the company to guess the number of words in that section. It ought to be read in a jerky way, so that it will test the ability of the listeners. See who comes closest to the correct number. Open a book, and

give folk an opportunity to name the page number without seeing it. Gather up a handful of beans, and hold them exposed to sight, and see who will come the nearest to specifying the exact number. Gather a bunch of leaves of a book between the fingers, and see who can tell how many are thus together. Very many tests of this sort will suggest themselves. It will interest a group while they are gathering, or waiting for some other plan to come into use.

“UNCLE NED” MOVEMENTS.

Stiffness spoils sociability. Anything that limbers folk up makes it easier to get acquainted. There are many little things that accomplish this result. Here is one that came to my observation recently: The first person turns to the one on the right, and says: “Do you know Uncle Ned?” The answer comes: “Which one?” The questioner replies by saying: “The one who hammers so.” (He then begins by pounding his right knee.) The one on the right then turns to his right-hand neighbor and asks the same question, and answers in the same way. So it continues until every one in the circle is pounding his right knee. When all are at this task, the first speaker begins again, and this time describes Uncle Ned as one who pounds his left knee. The question again passes around the circle until every one is pounding his right and left knees. When all are busy at this task, the beginner then describes Uncle Ned as the one who nods his head. This goes around the

Social Plans for Young People

circle until every one is pounding the right and left knees and nodding the head. This will make the company so ridiculous that every one will be so shaken with laughter that it will be difficult to keep up the movement. If however it is, other things can be added until the movement of the company thoroughly limbers the last person.

NUMBERS AS REMINDERS.

Put a lot of numbers into a hat and, without looking, have each person draw out one. As soon as he looks at it each one must tell of what the number reminds him, *e. g.*, "4" recalls "July 4th," "13" recalls the original number of stripes in our flag, "24" may remind one of some one else's age or of a date when an unusual personal experience occurred. "Thirty-five" may vivify a meeting or party attended, where that number was present. And so anything that a number recalls is given. It will be interesting to see what stays close to the surface of the different minds. Much fun may also come from it, ludicrous events being brought up.

A BUZZ CIRCLE.

A circle company is kept alert and thinking by a little game called "Buzz." Some one in the circle starts with "Number one;" the next says, "Two;" the next, "Three," and so on around the circle. The one next to "six," who would ordinarily say "seven," must, instead, say, "Buzz." If he fails to do so he is out

of the circle at the next count. So the numbers continue all around the circle again and again. Every time one is to speak a number that either has "seven" in it or is a multiple of "seven," he must, instead of giving the number, say "Buzz." As each person makes a mistake he drops out of the circle, and the test is made to see who will remain in the longest. For example, the following numbers require one to say "Buzz:" Seven, fourteen, seventeen, twenty-one, twenty-seven, twenty-eight, seventy, etc. Ridiculous mistakes will be made by bright people.

FURNISHING A REFRIGERATOR.

The old game of "My Grandfather keeps in his Refrigerator" will never lose its fun-making power. It also rewards and develops memory. The first one starts in and says: "My grandfather keeps in his refrigerator, apples." The next repeats this, and adds as ridiculous a thing, that begins with "b," as he can think of. The next repeats both of these, and adds one that begins with "c." So it goes through the whole alphabet, each one adding one article and repeating all that has gone before. It may come something like this: "My grandfather keeps in his refrigerator apples, bats, candles, darkies, eggs, flatirons, goats, hearts, ice, jugs, knockers," etc. The game may be made to teach something about eatables, and the "fun" part be cut out. Then a real list of things must be given that are kept in an ice-box, in summer.

ERADICATING STRANGENESS.

Strangers hunger for friendship. If right associations are formed, the best character fruitage is insured. Backsliding frequently results from chilly receptions given new members who have come from Churches where they were well and actively known. Homesickness usually affects spiritual feelings, and misleads people to blame religion for it. Valuable strength may profitably be expended in forming fellowships for new people and in cheering hearts hungry for friends. We may give careful study to this vital question. Church cliques are a curse. In a limited degree they may be a blessing. It is well to encourage the formation of rallying groups. It is, however, easy for these "crowds" to forget strangers and to enjoy themselves alone. Nothing so depresses a stranger as to be shut out of such a circle, when at home he was a member of a similar group. Heart-warming, soul-cheering, home-like greetings, and plans must be adopted and worked. Young people are more susceptible to good treatment and social atmosphere than any other class on earth. They quickly respond to efforts on their behalf, and make big returns.

FINES FOR CONVERSING WITH FRIENDS.

During the evening at some period announce that for forty-five minutes or thirty minutes any one speaking to a person whom he had met before that night,

Melting People Into Friendliness

would be fined a penny, or more, for each offense. An additional penalty can be fixed for any one who is sitting alone or in silence; that is, neglecting to converse with a stranger. A few monitors may be appointed to see that the rules are enforced and penalties affixed. It might be well to have each person keep track of the names and addresses of strangers with whom he converses.

STRANGERS' NAMES TO BE LOCATED.

As the guest enters the door, request him to write his first and last name in a legible manner. To insure best results, several good penmen might do the work instead. After awhile distribute these cards, insuring against any one getting his own by some thought-out method. Now commence plans to compel every person to know the individual whose card he holds. Two or three minutes are given to permit investigation. During this time he must find the person designated by the card. Time is called, and every individual is required to describe the one named on the card. Or he may be compelled to write a poem containing the first or the last name. Or he may be requested to form as many words as possible from the letters contained in the two names. Or he may be requested to tell some sort of incident that may happen to this person in the future. These plans may be worked by individuals or by little groups of five or six. The group-plan enables many persons to work together. In the group plan the

Social Plans for Young People

poem would give but one line to each name. The groups could form a great many words out of the letters of the names in hand. The repetition of names in this way will compel people to notice the folk corresponding to the names, and put the two together, so that in the future both will be known. It is difficult to print a new name in memory. An unusual repetition of this sort will greatly aid us. It does strangers good to hear their own names repeated many times.

REGISTER AND FOLLOW UP STRANGERS.

Hundreds of young people's societies can greatly aid the Church in getting track of and giving attention to strangers. An appointed committee may be given charge of a Church register. It should be composed of people who are regular, well acquainted, happy, and easy in their bearing. This committee is near the door and promptly greets all strangers as they depart. After a cordial heart-warm handshake the stranger is asked to put his name on the Church register. He will seldom refuse to do so. After his name will come his address, then a blank place will request his Church preference. If he is not a member, but leans toward a certain denomination, this fact will be recorded. The chairman will give careful study to these names and distribute them to the proper person, who will promptly call on the strangers. If the stranger belongs to some other denomination, it might be well to notify the pastor of that Church. Enclose a self-addressed postal

Melting People Into Friendliness

card, with a request to the pastor that he return it when the designated stranger has been called upon. If he does not take enough interest to do this, it may be safely concluded that it is the duty of the committee to see that some one from their Church calls upon the stranger. It is possible to be too careful about infringing upon some other denomination. If another Church does not promptly enter in upon its open-door opportunity, we must not permit strangers to suffer the consequences. It then becomes our duty to take care of them. The register will also draw folk to it who want to find if any one from their State or city has inscribed his name. It would be well for the committee to arrange the names, in another part of the book, under different States and cities, so that the inquirers could be readily informed.

LISTS TO BE CHECKED UP.

Where the company is not too large, ask all to write their names as they enter the room. A rapid stenographer can quickly prepare a number of mimeograph copies of all those present. As soon as this is done, furnish each person with a list of the guests. Give thirty minutes for all to check up their lists. It is necessary for them to find every one on the list whom they do not know, and to write opposite the name the place of birth. If desired, the locality of Church membership may be added. Some communities furnish a list of membership to each comer, and expect him to get

Social Plans for Young People

acquainted with all. The difficulty encountered here comes from the fact that many members are bound to be absent.

ICE-MELTING AT RALLIES.

Local Union or Sub-district Rallies may be made successful or they may fall flat. Plans and the kind of backing given them decide this result. The starch must be taken out. If people feel stiff and out of place, they will not have a good time. If new friendships are formed and people are led to mingle with each other, then joy will fill the atmosphere as sunshine does a bright spring day. If with all this there is some kind of abiding profit, the following rally will be more easily worked up. Try different methods that make people mingle and that draw out the best workable plans. Ask all the Committees or Departments of work to gather in appointed sections of the room. Give them ten minutes to select the best plan used by that department during the year. Each representative will describe one, and the whole group will vote the best and elect some one to present it. They may be allowed to improve it. When the company is called together, ask each group's speaker to tell the plan, and have judges designate the best.

ASSIGNING TO DESIGNATED CAPTAINS.

Choose ten captains, and be sure that all are on hand fifteen minutes before the social begins. Make no

Melting People Into Friendliness

previous announcements of the plan to be employed, else people will arrange to come early or late. Put the captains in different sections of the room, or, better still, in Sunday-school classrooms, if you have them. As the people arrive, assign them one by one, in regular order, to the different captains. Suppose two sisters arrive, and then, later, three brothers. Send the first sister to Captain "A," the second sister to "B." Then send the first brother to Captain "A," the second to "B," and the third brother to Captain "C." The next lady who comes must be sent to Captain "C," and so on until all the captains have received into their group a lady and a gentleman. And then begin again, in the same way, with Captain "A," until all have arrived. In this way every individual will be assigned to one of the captains. Care must be exercised to divide friends, chums, and relatives as far as possible. The object is, to put people who are strangers to each other into the various groups. The captain will see that his group gets thoroughly acquainted with each other. After all have arrived, each group collects and arranges to present some sort of a concerted affair to amuse or instruct the rest. Captain "A" and his group, for example, will come in and carry out a "country school" exercise. Captain "B" will enter and sing one verse of a popular song, or act it out in silence. So each group will present something original and, if possible, unlike that given by any other one. From six to ten is a large enough number, as a rule, to have in one group. Some-

Social Plans for Young People

times a larger group can be handled by a tactful leader. If the company is small it will not be necessary to appoint so many captains. If the right kind of games are arranged, one captain may challenge another to contest in a specified game. If each captain's company is large enough, one might pit it against the other in a spelling match, for the enjoyment of the rest of the company. There is an endless variety of things that can be employed if the captains carefully plan it out before hand and energetically put the plans into execution. Many strangers will thus form friendships that last. The spirit of rivalry engendered by the captain melts his whole company together into closest association. Many of these folk were unacquainted before entering the group, but will never forget each other afterward.

TAGGING WITH NUMBERS OR LETTERS FOR GROUPING.

Small groups of people quickly get acquainted with each other, especially if embarrassment is absorbed by the effort to collect. Prepare as many multiples of five, up to fifty, as you expect guests. Some time during the evening pin on the chest of each person one of these numbers. It should be large enough so that it is easily seen. A strong-voiced person then calls out some large number. It is explained that this number is obtained by the people forming into groups until the total sum of the numbers pinned on each person equals

Melting People Into Friendliness

the number called. For example, call "150." This will require two persons marked "25," three persons marked "20," one marked "30," and two marked "5." It will be seen that some groups will have more people in them than others. Make a note of the groups. Which has the greatest number of people in it, which the fewest people who know each other, and which one was first formed. This is a fine plan to employ for a large company where many of them are strangers. After employing it three or four times it is well to request each group to withdraw and prepare some feature for an improvised program. The "feature" may be kept hidden until they present it. The group-planning melts all reserve and gets the members thoroughly acquainted. The same method can be profitably employed where letters of the alphabet are used. Then the people are requested to gather into groups so that their letter labels will spell some word. Or all those labeled with "c" may be called into a group, and so with each letter employed. Or the groups may be requested to form so as to spell the name of some historical character, a missionary incident, or personage, or some fact connected with the Bible, or some local Church history. Any of these groups may be asked to read a poem, prepare a short story, sing a song, or tell the meaning of the word formed, or describe the town spelled, etc. It is well to give them something to do, so that it will be necessary to counsel together.

Social Plans for Young People

FORMED GROUPS AND FEATURES.

Use one of the many other suggested plans to get people into groups. Give them ten minutes to plan some "feature" to be presented together. As they plan together they will get acquainted. Formulating plans will likely afford fun and, if kept a secret, helpful clannishness will result. All of this aids in banishing icy reserve. At a recent summer school this was tried, with great success. One crowd gave an umbrella drill that was unique and laughter-provoking. Another went through the mouth-forming and gestures of singing a popular selection. Another gave a brief exhibition of an old-fashioned country school. Another chose a ridiculous charade that permitted some acting. It was surprising, the number of things that were originated. The common laughter alone helped people to feel good and brotherly.

GROUP STORY-TELLING.

A good trial for the different groups that have been collected by one method or another is, to compose a group story. Suppose six people are in every group, and decide that a story will be written by each person, in order, composing a part of it. Each one is assigned an order in which to write. The first person writes twenty words and hands it to the second person, who adds twenty more. So it goes to each member of the group, who must add his twenty words to the story

Melting People Into Friendliness

started by the first one. When the company assembles, each group appoints a representative to read the whole story. No one must edit or smooth up the story. It must be read just as it comes into the hands of the last person. This sort of work will probably illustrate the methods "higher critics" declare were employed in the construction of Genesis. The personal language and style of every individual will probably be noticeable in this variegated story. It might be well to have a judge designate the best story of the lot.

CUT-UP QUOTATIONS.

Cut a quotation up into four very crooked pieces and distribute the parts to different people. After they get together they read it out loud. Grade the groups in the order of the correct grouping, counting that one first who most quickly gets together and reads its slip. After all have fitted the slips together, have another cluster of people, who have been idle up to this time, retain in their hands the names of the quoted authors. Each group will go among his company and try to quickly pick out the one holding the name of its author. Interest would be added if the members of this group, instead of holding a written slip with the name, would by dress or action represent the name of the author. They could arrange this while the different cut-up pieces were being put together. After the one holding the author's name has been discovered, there will be five in the group. Let these five go apart and in five

Social Plans for Young People

minutes write a five-line poem on "peanuts," or "oysters," or "ice-cream."

POEMS FOR GROUPS.

Distribute a thought-fat, smoothly-written verse of five lines to as many people. Select several such verses, so that all in a company can have a line. Mark all the lines of one verse "A," all the lines in another verse "B," and so on. All who have "A" then get into one group, and decide which line comes first, and practice reading. Call out the different groups to read their verses. Each individual in the group has been assigned one line to repeat. The group, after consideration, assigns the location of the line in what it believes is the original and correct order. The line reciter by voice and gesture endeavors to merge each line gracefully into the preceding one. Judges may then say which group read its verse the best. Sometimes good precepts in the form of poetry are thus forcefully brought before people and even put permanently into their minds. People mingle with a group and forget shyness. To vary the recital, all may say their own lines at the same time, to see whether any lines can be distinguished. It would be better still if each person in the two minutes given could commit the line. The author of the verse could also be undesignated, and each group be asked to name the one who wrote the stanza assigned to them.

GROUPS COMMITTING A STANZA.

Have five people each commit a simple verse, preferably an old nursery rhyme. At a given signal all five stand on the platform, and each one vigorously repeats his own piece as though the other person was not taking any part. It will be great fun to see which one gets the attention of the audience and holds it. It might be well to ask the audience to tell what one was heard most distinctly. The same plan could be used for all of them to give the same piece without any reference to the way in which the other one rendered it. One would get through before the other, or make entirely opposite gestures, or emphasize another word, etc. Or yet again several groups may be given the same or different verses to learn, and at the announced time appear in order. Each group would then try to give the stanza so completely together that it would sound as if only one person was rendering it. One line is spoken by each member of the group. It is difficult to render a selection in this way, and there is much possibility of fun and laughter.

MISCELLANEOUS QUARTETS.

Prepare four copies of several popular choruses. Of course, there must not be more than there are members of the company. Distribute these miscellaneous among all present. Announce that the four who hold similar copies are to gather in a group. After all the

Social Plans for Young People

quartets are collected, introduce them to the company, one after another, and request each quartet to sing its chorus. Appoint judges to select the best quartet. By a striking coincidence, at times, four forming an exact quartet will thus be formed. After each quartet has rendered its song alone, have all start in and sing at the same time, each quartet carrying its own song. This will sound so ridiculous that uproarious laughter will result. If the company is too large to make it advisable to furnish all of them with song slips, then select about twenty people for the purpose. If possible, see to it that every quartet contains two gentlemen and two ladies. This plan gets people acquainted, contributes to the program, and even reveals singers.

PERSONAL PACKAGES EXCHANGED.

Some one suggests a "barter" social. Each person is requested to bring, in a neat package, some worn-out or worthless or ridiculous article. No name is attached. At a given time every one starts to trade his article to another. This keeps up for some time, and methods are employed to so thoroughly mix them that no one knows whose bundle he has secured. After awhile the company is seated and the bundles are opened. If many papers and much string has been used, fun is increased. After all the bundles are opened, every person stands and tells why the original owner gave up that particular article. He, of course,

Melting People Into Friendliness

does not know who did own it. The original owner then gets up and tells how the article fits the new owner. For example, it is a rubber shoe. The new owner declares the former owner has turned over a new leaf and no longer "gumshoes" into the house late at night. The old owner suggests that, while the rubber shoe is small, it may serve to cover up the bare toe that is coming through the stocking and shoe. It will readily be seen that this method will limber up the crowd and afford an endless opportunity for fun.

PAIRING QUESTIONS AND ANSWERS.

Distribute a miscellaneous lot of questions and answers along the line of missions. One person has a question, and some one else in the room has an answer. It is now necessary for the two to get together without any directions from any other person. After awhile question number one is called for, is read, and the one holding an answer supposed to fit the question, replies. If these two are mistaken, a monitor corrects them. This plan gets people acquainted as they compare the question and answer, and fixes facts in the minds. Both the searchers and listeners are keen to discover things given out in this way. Sometimes only the answers are distributed, and one person reads all the questions. The individual who thinks his slip contains the correct reply, stands and reads. If he is mistaken, both he and the audience will remember it.

Social Plans for Young People

PARTNERS FROM COBWEB.

Nearly every one has had experience with the string that runs all over the house before the end is found. If the company is small, fix as many of these strings running from a common point as there are men expected. When they have all arrived, put the ladies in an upstairs room and have them take hold of the last end of the string. The young man follows the string, walks upstairs, and then under chairs and over tables until he finally comes to the end, and there he finds the lady who will be his company during the evening. Interest is added if the young men do not know the names of the young ladies invited for the evening. Keep them hidden until the string end is reached. If this plan is not feasible, at the end of the string put the name of some young lady, and thus it will not be known who will reward the searcher's diligence until he finds the card at the end.

CALLING NAME TO DEFEND PARTNER.

Form the company into couples by permitting the men or the ladies to choose, or, better still, use one of the many methods permitting no choice, known to all social workers; arrange the couples in a complete circle. In some way select an odd man, one who has no partner or whose partner will be willing to drop out for a little while, and stand him in the center. He now undertakes to supplant some young man stationed by a

lady's side in the circle. He looks around and makes a decision, and calls her name, immediately starting to count: "One, two, three," up to ten. If he reaches "ten" before the companion of the lady calls her name, then he wins, and this young man is compelled to go into the center in his place. This second man now imitates the procedure of the first man. If the first man fails to get to "ten" before the young lady's name is called by her defender, he tries it again and again with some one else less guarded, until he succeeds. After some time the plan is reversed and the ladies take the center of the circle, and the men are defended in the same way by their lady partners. The advantage of this plan is readily seen. The young man calls out a lady's name, every one in the circle hearing the name wonders who fits it, and when her defender calls out she is located. The two repetitions of the name fix it in mind. This having been done several times, there is little likelihood left for any one to be unknown. By reversing the plan, by placing a lady in the center, the men's names are also called out, and the same result is secured for them.

SOLICITOR AND QUESTIONS.

By prearranged or in a very formal manner form the company into partners and have them stand in a circle. Arrange so that another stands in the middle of the circle. He is called a "solicitor." It is his business to supplant some other young man. He will turn sud-

Social Plans for Young People

denly and address a question to a lady standing by some man's side. She must not answer it, but the man must do so. If the lady does reply or the man fails to be prompt in his answer, then that man must go into the center, while the "solicitor" takes his place. The plan can be varied and a lady take the part of a "solicitor," she to ask the man a question, while the lady answers. The company can be made up of men and women who do not alternate each other, then the person on the right of the one addressed must always answer the question. It will be exceedingly difficult for one to refrain from answering when the solicitor turns suddenly on him if at all off his guard. The tension necessitated by the self-control will banish embarrassment and put every one in the circle at home.

LOCATING PERSONAL REMARKS.

Here is a little plan that will rub out conceit as well as test the detective instinct of the young people. A designated person leaves the room. The company, one after the other, make remarks about his traits or appearances. These remarks are written down. When he returns, the spokesman of the party says: "Some one says 'you are conceited;'" or, "Some one says 'you have big ears;'" or, "Some one says 'you do not pay your bills.'" Whenever the declaration of an individual is thus repeated he has a right to guess who made the remark originally. If he strikes it exactly, that person must take his place and go out of the room.

Melting People Into Friendliness

MUSIC FOR "DROP THE HANDKERCHIEF."

Play "Drop the Handkerchief" to the accompaniment of music. If the music goes fast, then the walkers must move in the same way. They must keep time with the music. If they fail, they must go into the center, the same as if they were caught. If the music stops, they must stop too, and just as suddenly.

QUESTIONS ANSWERED WITH INITIALS.

Start a question series. The first one makes an inquiry along any line. It can be serious, and so will turn itself to give information. For example, the first question might be, "Who sank the Spanish fleet at Manila?" One at the left, whose name is Henry Drew, replies: "Hustling Dewey." His reply must be included in two words, which begin with the same letters as his first and last name. He then asks a question connected with the Spanish War, and the person at his left must answer in the same way, using the letters beginning with his first and last name. So it goes around the circle. At another time the questions might deal with the Bible, at another time with American history, at another time with the local town and with the local affairs. If desired, the interrogations can be turned into ludicrous channels.

QUOTATIONS IDENTIFIED.

Give out familiar quotations miscellaneous to the company. After a time each one is asked to read the

Social Plans for Young People

one in his hand, and name the author. If unable to do this, any one in the room can call out the author, and if correct, he is given the quotation. At the end the person having the most quotations is rewarded. After all have read, give any one an opportunity to recite correctly one from a well-known author, and at the same time give the author's name. Before the reciter names the author, give any one else in the company a chance to recognize the author. If this is done correctly, the reciter loses it to that person.

SHOUTING A PROVERB.

Another plan by which proverbs can be guessed. Send six people out of the room. They will select a proverb with six words and, coming back, each one of the group will shout out his particular word at the same time. It will be so confusing that it will be exceedingly difficult to pick out the sound of each word and so recognize the proverb. The whole company may be divided into several groups of six or eight, and then assemble together again, each group in turn shouting its proverb in this way, and all the rest trying to guess what it is. It will be interesting to see which group succeeds in hiding its proverb the longest. It will be better to form these groups by distributing numbers so that people not acquainted will be brought together. The informality of shouting, and the common interest aroused in the effort to excel, will melt all chilling reserve and make common fellowship possible.

Melting People Into Friendliness

GUESSING A PROVERB.

Select a proverb which every one knows, *e. g.*, "Make hay while the sun shines." Of course, this is not announced to the group of people; it is known alone to the one being questioned. Different ones begin to interrogate. Every answer he gives must contain one of the words forming the proverb. The plan may be varied. Some one may be sent from the room and be compelled to guess, on his return, from the answers to his questions the proverb agreed upon. Or the plan may be used for two groups, each selecting a representative to be sent into opposite rooms. The group first discovering the proverb agreed upon by the two representatives has the right to select some one from the other room, as in the game of "Spy."

BETRAYING SHOPPING LISTS.

Furnish all the company with pencil and paper. Ask them to make a shopping list which would consume one hundred dollars. This list must not contain more than fifteen articles. Every one can approximate the cost of the things he buys. It would be well for him to place after the article the sum that would be spent for that purchase. The total, however, must not run beyond one hundred dollars. After these shopping lists are prepared, have some one read them and see if the company can guess who wrote the different lists. Do not announce this purpose, else the lists will not be natural and true.

Social Plans for Young People

LISTS OF FAVORITES TO BE RECOGNIZED.

Request all the guests to write out a list of "favorites," which will afterwards be read to the company. It might be well to refrain from stating that the list will be made public, or else fanciful lists will result. Announce the line or series of questions to be covered by such a written cluster of things. For example: Ask every one first to write down the favorite hymn, then the favorite fruit, the favorite season, the favorite city, the favorite color, book, pleasure, name, State, flower, scenery, or jewel. Any or all of these things can be suggested. Of course, there is a danger of getting too long a list. Request each one to write his name on this slip of paper, and then collect them. Have them read in order, and see if the company can identify the person who formed the list. This will be an interesting portrait. The likes of many folk are known, at least along some lines. Weaknesses may be revealed as well as elements of strength. Alert folk may discover how to reach individuals for the Kingdom by thus discovering a certain line of likes, which will open the way to the heart.

RECOGNIZING WRITTEN DESCRIPTIONS.

Assign the company the task of writing a word description of any person prominent in the Church or town. Limit them to seventy-five words. Gather up the delineations after the owner writes his name and that of the person described. Have the descriptions

Melting People Into Friendliness

read one by one. Each one of the company without ejaculation writes down in order who he thinks is in the writer's mind. The order of reading and the guesses are identified by numbers. At the end the guesses are collected and graded. It will be interesting to see what particular traits are impressive enough to be called up in such a description. The most prominent person in some line will be discovered. Drill in observation will be emphasized. The noticeableness of ugly corners will be vivified. Descriptive powers will be crowned. In the end read collectively the papers describing the same person.

BEANS AND NUMERALS FOR TRADING.

Here is a scheme for testing judgment and discovering trading ability. A mathematical mind must work itself carefully in preparation. A set of numbers is prepared so that each person is given three or four when he comes. The mathematician has so studied things out that during the evening he can call in certain numbers until only three or four are left distributed among the company. For example, he will call in all numerals containing "7," then all that can be divided by "3," and so on. Any plan may be employed that will insure the bringing in of every number except the specified three or four. With the numbers furnish a little sack of beans to every guest. When all have arrived and are supplied with numbers and beans, the plan is announced. Every one uses the beans to buy

Social Plans for Young People

numbers from other people. An individual decides that "13" will be one of the specified lucky numbers not to be called in. He will trade numbers and beans in an effort to secure this prize numeral. As the numbers are called in, the bidding, trading, and buying increases in zest and interest. Two awards are to be given. One will go to each of the individuals holding the prize numbers, another goes to the individual having the most beans. The latter will probably gain beans by buying numbers cheaply and selling them at an advance. He discovers, for example, that Miss Smith will pay six beans for number 17. He finds the person holding this number, and buys it for three beans, and quickly finds Miss Smith, delivers the number, and so makes three beans. The commercial spirit, the uncertainty of knowledge concerning the right number, the gaining of beans, and watching the numerals called for, will so enthuse and arouse that strangeness and timidity will be forgotten.

"PASTOR'S RECEPTION" CARD.

The following card used at a reception to the new pastor of Christ Church of Denver is self-explanatory. It was used with a large company, and seemed to be effective.

No. 247.

Write your name and address here.

Melting People Into Friendliness

Find, introduce yourself, and spend five minutes with No. 248, whose name and address must be written in space below.

--	--

Find Nos. 249 and 250, put names and addresses in two spaces below. No. 247 change with No. 249.

Find Nos. 251 and 252, put names and addresses in the two spaces below.

If any of the above names have been members of Christ Church less than one year mark New Member in space opposite name. If not a member, mark in same space, Visitor or Stranger.

Retain this card and make it your business to call on each one within ten days.

Social Plans for Young People

UNMARKED CUT-UP STORY.

Cut up a good story and distribute it without any numbers, to show where the particular part comes. Every one must watch, and start to read whenever he thinks that his piece fits in. Of course, some one ought to have a copy of the original, so that any real mistake may be confidently detected. Every one will listen to such a story and will probably remember it, since the part held must be fitted into it. This is a good plan to pursue with a missionary incident. If it is feared that the crowd can not discover the different positions, the story may be clipped in different places and each one be numbered in order. This is not so likely to keep the individuals alert, nor open occasions for merriment.

MANUFACTURING FLOWERS.

Furnish every guest with three pieces of differently-colored tissue paper. If desired, provide a little stiff paste with the paper. Announce that, without scissors or knife, every one is to manufacture a tissue-paper flower. It will be interesting to discover that even with this crude material some will form realistic blossoms. Tag each flower with the name of the maker and put it on exhibition. Of course, interest is added if the best two or three receive some sort of a reward.

SINGING POPULAR SONGS.

We do not sing enough of the high-class popular pieces at our socials. Some of the songs are as old as

Melting People Into Friendliness

“Down on the Suwanee River” and “Sweet Bunch of Daisies.” Few people, however, know the words. Several large advertisers now print these songs for free distribution. Every social committee should see to it that several dozen copies of these collections of popular songs are on hand. At the close of a social, or even at any time during its progress, encourage the young people to gather around the piano and sing together in a free and hearty way these popular songs. Much joy is thus created, and the frigid atmosphere caused by embarrassment and strangeness is banished.

CHAPTER V.

Intelligence Recognized and Encouraged in Socials.

PURELY silly socials are to be condemned. Fun must be abundant, but not alone. Purpose is also present. Worth, mind-furnishings, and information are recognized. Intelligence will always be encouraged and crowned. Latent talent can be drawn out. People of literary and even poetic ability will be discovered or can be led into higher usefulness. Alertness is never a characteristic of a sluggish brain. Games that require brightness put the sluggard into the corner. Individuals can frequently be driven to search for various lines of knowledge by a revelation of their ignorance of common facts. People of mere "talk" will often be shown up in their true light. We may employ the ingenuity of the young people. Even business ability and executive gifts may be brought out, augmented, and brushed up by Church activities. Contests spur both the brain and ambition. Literary programs cost work and time, but their results are incalculable. Patriotism must be intelligent, but it does not reach its highest power until religion is added to its support.

We can not be good citizens unless we know something about our country and its past and present leaders. Religion and the Church is related to everything. The best mental growth can not come from secluded study. Knowledge must be related to people. Happiness eases the strain upon us, and throws light upon truth. Social life will give a close and an understanding touch with people. It will, if directed, glorify intelligence until its possession is valued and sought after. We must not make our socials too strongly mental or too weakly "funny." The two must be properly proportioned.

RELATING FIRST THINGS.

We need different methods that will command the contribution of many individuals. Suppose you give ten minutes' notice that each one will be asked to tell an instance about some "first thing he owned" or the "first thing he did." Let it be the first doll, the first sled, the first train ride, the first ring, the first watch, or the first love affair. Let them tell about the first money they made, the first job secured, the first school attended, the first book read, or the first trouble encountered. It will readily be seen that vast resources open up here for fun and profit. Old memories are called up, and interesting incidents will be freely related. Some droll wit may be discovered.

QUESTIONS ABOUT PREDICAMENTS.

Predicaments offer drill and test opportunities. Ask questions something like the following: "What would

you do if a crowded church caught fire?" "What would you do if alone with one who had an artery cut?" "What would you do if in a strange town, without a cent?" "What would you do if a dear one was hungry and you had no money?" "How would you act in the presence of a distinguished official?" "What would you do if a man called you a 'liar?'" A hundred different questions will come to mind. The answers will create laughable and striking situations. Before people know it they will enter into the discussion. Moral issues will be taken up and settled. Short and valuable methods will pass into currency.

QUESTIONS ANSWERED BY NUMBERS.

Distribute to every person three or four numbers. Have a set of duplicate numbers on the table. Some one starts the game by saying, "Who is more ignorant than I?" The chief of the game, who himself has no number, reaches into a hat containing the duplicate set and lifts out a number. Suppose it is number 14, he calls it out, and the individual holding this number promptly answers: "I am." The connection creates the fun. It may be a school-teacher who answers to the question, "Who is more ignorant than I?" No. 14 now asks the question, for example, "Who is uglier than I?" The chief again lifts a number from the hat, and this time it is "5." He calls it out, and the person holding number "5" says: "I am." It may be the handsomest man in the room. In this way each person

Intelligence Recognized and Encouraged

gets to ask as many questions as he holds numbers, but only after answering some other question. This game compels every one to talk and to contribute to the sum total of the laughter.

LETTER CLAIMED WITH A WORD.

Prepare three of four sets of alphabets. Put them face downward on the middle of the table. The company gathers around in a circle. The appointed person reaches for one of the letters, and before any of the company can see it, calls it out. Before he does this it is announced that the first one naming a bird beginning with the letter turned up will get that particular letter. Suppose the letter is "C," and Miss Jones quickly calls out "Canary." The letter is handed to her. Another one is picked up, and the same plan is pursued. This time it is "P," and Mr. Smith calls out, "Parrot." The letter is handed to him. At the close see who has won the most letters. The plan can frequently be changed. Start in with the birds, and then change to "the name of a Bible character," or "the name of some historical character," or "some vegetable," or "an animal." It will be seen that wide variety is possible. This game can also be turned into a "progressive game." Put six people at a table, and when all the letters are exhausted at one table, all the tables stop. The three people at each table who have the most letters, go forward, while the three who have the fewest, stay behind. If desired, people may be put

Social Plans for Young People

into groups of partners, and count all their letters together, so that the three who have the most letters will be the winners.

ONE WORD SUGGESTING ANOTHER.

After every one of the company has received a paper and a pencil, suggest a word. Ask all to write down on the paper what this word suggests. Of course, the suggestion ought not to contain more than four words. Suppose the word announced is "Boston." One person writes down "culture." Another writes down "baked beans;" another, "Bunker Hill." Then ask them what they would do there. One says, "Visit Mt. Auburn." Another, "Find the Tea-Party spot." Another, "Buy a view-book." Then ask them what other city they would rather visit. One would declare, "New York." Another would say, "San Francisco," etc. In this way five or six questions might be asked. After all have written the replies, have them inscribe their names on the slips, and collect them. A leader then reads the replies, and the company undertakes to guess who the person is who wrote that particular set. It will be interesting to see the bent of mind followed by the various members of the company.

"HEAD" TO "TAIL."

A little catch game can be employed by asking the company how many can change "head" to "tail" in six moves. Give each a piece of paper and a pencil. Ask

Intelligence Recognized and Encouraged

him to write "head." Now pull out the watch and count off five minutes, promptly calling them to time when it is up. Different methods will be employed. The correct method is as follows: "Head" equals "heal," equals "teal," equals "tell," equals "tall," equals "tail." It will be seen that each time a letter is changed so that in six moves the word "head" is changed to the word "tail."

A CAPITAL LETTER SENTENCE.

See who can make the longest sentence, using only capital letters and numerals; *e. g.*, "I C U R MPT," or, "I C 3 BBB." When a person thinks he has finished his sentence he reads it aloud. If any one can add another numeral or letter to it, and so lengthen it, he takes it into his possession. He then reads it, and if no one else can add to it he retains it. Another then reads his sentence, and the same method is pursued. At the end each person counts the letters in the sentences in his possession, and the one having the most is the winner. Of course, a limited amount of time is given to prepare the sentence, and no words can be added (or, more properly speaking, letters) after the time is called. Neither can the sentence be protected by the owner after it is read.

SAME-LETTER SENTENCES.

Announce that every person is to prepare a sentence of which all the words must begin with the same letter.

Social Plans for Young People

The letter can be designated or the individual may be permitted to select it, for example: "Four fat friars fanning flickering flames."

ALPHABET TRIPS.

The circle decides to take a trip to alphabet town. The first one declares: "I am going to Albany?" Some one asks: "What for?" The next person replies: "Ask Anna for alms." Some one then says: "When are you going?" The third person replies: "After Anna's aunt arrives." This is kept up by question and answer as long as any one in the circle can add a sentence the words of which all begin with "a." Then the next person starts one with "b," and declares: "I am going to Boston." The next states the purpose by saying: "Buy bedding," and so on.

DISARRANGED WORDS.

Jumbled up cities afford much pleasure and profit. Take some well-known city and disarrange the letters so that the name can not be recognized. Every one will then set himself to the task of straightening them out. The same list may be given to all, or a different one may be given to each person; *e. g.*, Cincinnati—Tannicinic; Atchison—Sionchat; Kansas City—Yitsan ksac; Boston—Nobscot; La Junta—Ajanult. Scores of cities can easily be fixed up like this. It will test the brain as well as the knowledge of places. Here is a list of various words disarranged:

Intelligence Recognized and Encouraged

VEHICLES.

Tobecclair—Cabriolet
Isecah—Chaise
Upeco—Coupe
Wraycoka—Rockaway
Nalobol—Balloon
Yeclib—Bicycle
Ledges—Sledge
Gelish—Sleigh
Avoritic—Victoria
Reysur—Surrey

KITCHEN UTENSILS.

Danship—Dishpan
Ketills—Skillet
Priped—Dipper
Nager—Range
Veies—Sieve
Longliprin—Rolling pin
Ragert—Grater
Fleunn—Funnel
Snoop—Spoon
Helvos—Shovel

BIRDS.

Nyarca—Canary
Keepcrowpod—Wood-pecker
Loorie—Oriole
Jaleybu—Bluejay
Dribed—Redbird
Wraspors—Sparrow
Kichedace—Chickadee
Shruth—Thrush
Tranim—Martin
Slowwal—Swallow

MUSICAL INSTRUMENTS.

Cranicood—Accordion
Pigapeb—Bagpipe
Lanciret—Clarinet
Agoltflee—Flageolet
Exashpano—Saxaphone
Perttum—Trumpet
Ihertz—Zither
Noiliv—Violin
Sclamby—Cymbals
Uritag—Guitar

FLOWERS.

Naberve—Verbena
Urmangie—Geranium
Portiheelo—Heliotrope
Nabigo—Begonia
Purlark—Larkspur
Failfodd—Daffodil
Chainthy—Hyacinth
Garnisy—Syringa
Stairwai—Wistaria
Slicemat—Clematis

TREES.

Ramycoes—Sycamore
Purces—Spruce
Chlar—Larch
Pralop—Poplar
Herrcy—Cherry
Luntaw—Walnut
Rychiko—Hickory
Heceb—Beech
Melkoch—Hemlock
Plame—Maple

Social Plans for Young People

PRESIDENTS.

Digalerf—Garfield
Overstole—Roosevelt
Dellvance—Cleveland
Frenjosef—Jefferson
Songinwhat—Washington
Sandomi—Madison
Raishorn—Harrison
Connill—Lincoln
Cunnabah—Buchanan
Cankjos—Jackson

ANIMALS.

Dolarep—Leopard
Celam—Camel
Plethena—Elephant
Farefig—Giraffe
Haney—Hyena
Hentrap—Panther
Goonarka—Kangaroo
Fabulof—Buffalo
Polenate—Antelope
Omeso—Moose

DEFINE A RHYMING WORD.

Choose a word, and tell them merely that it rhymes with a certain word; *e. g.*, “coil” is the word. Tell them that it rhymes with “toil.” The one answering does not say the word, but asks: “Is it that which makes a boy’s face dirty?” The leader answers: “No, it is not soil.” So it continues until some one answers something like the following: “Is it that which brings sweat to the brow?” This answer will, of course, be correct. It will readily be seen that this will make people work not merely to guess the word, but they will be compelled to give a good definition of it in the sentence which designates it.

AMATEUR RHYMING BY COMPANY.

Announce a rhyming contest. Have some one start it with a very simple line which will be easy to match. Any one in the room may then add anything, so that

Intelligence Recognized and Encouraged

it is a full line and rhymes. All who succeed may be given a little slip of paper, to show that they have registered one point. They can not suggest another line then until all have had a trial. If no one else volunteers, a second line or a third may be added by the same person, and he be given due credit for it. After all have tried their hand, and there seems to be no more possible line, the lines are all collected and the whole poem is read in order. The different lines may then be thrown in a hat, and read as they come out, in miscellaneous order. Since they all end with the same rhyme tone, they can be read in any order and will often create much merriment; *e. g.:*

E. G.—The Leaguer stood on the League room floor.

A bold bad boy stood in the door

With a great white snowball in store.

She cried, "Do not hit me, I implore." Etc. Etc.

TRADING IMPORTANT EVENTS.

Here is a method that will help impress upon people the names of important events or prominent individuals. For example: Prepare a list of twenty-five (or more) important events, with the dates. Each event must be on a separate piece of paper, and each individual receives slips containing the various events. At a given signal it is his business to begin trading the events with the other members of the company. He reads the event and date aloud, and offers it in trade to some one. The object of the trading is to see who

Social Plans for Young People

will secure the most slips with the same event on them. For example: One who has the slip marked "Battle of Bunker Hill, June 17, 1775," will decide to trade off all his others, in the effort to secure the slips marked in this way. It may be necessary, at times, to trade two or three slips to get one. The trading will create a great deal of interest, and handling the subjects and dates will make them memorable to the individual. Instead of historical dates, a list of Bible characters may be used. Or the names of prominent missionaries may be employed. Or events in Church history may be selected. Or the characteristics of high-class Christians may be designated. All sorts of things will suggest themselves.

GROUPS NAMING TOWNS BY ALPHABET.

Appoint leaders, who will divide the party into two groups. Many different, enlivening, and attractive games can then be played. People forget old games, and some even fail to hear of them. Try this ancient one. Announce that before the timekeeper counts ten, one of the sides must give the name of one of the State capitals of the country. Then the timekeeper turns to the other side and makes the same demand. No capital can be repeated. When a side fails, the other side chooses one from its group. Each member helps, and tells the leader the name of some capital. This is kept up until neither side can name any more. In the same way expect each side, in order, to name some city be-

Intelligence Recognized and Encouraged

ginning with "A." When this is exhausted, take up "B" in the same way. Continue until all the alphabet has been employed. Whenever a side misses, it will lose a member. In the same way different things may be tried; *e. g.*, "the products of the mine," "the tools used by a farmer," "characters named in the Bible," "the streets of the city," "the officers of the United States," etc.

SPY AND REPRESENTATIVES.

Spy is a good game to rest a crowd and to interest all when there are a number in attendance. It can be played in many ways. Put two groups into two different rooms; each selects a representative, who is to go before the opposite group. These representatives meet, and choose something for the groups to guess. Suppose they select a trade. The groups are to find out what this is by asking questions which the representative must answer by relating something one following that trade does. The first representative who is cornered so that the company guesses the designated thing correctly, causes the group he represents to lose one of its members. This same plan may be employed to test the knowledge of people about missions. Let the "representatives" decide on a missionary they are to represent and for whom they are to answer all questions by a "yes" or "no." The group first guessing will then choose from the other side. A great variety of subjects can be treated in this way. Information

Social Plans for Young People

and brightness will be tested and encouraged. Treat the names of statesmen, Church-history makers, great reformers, towering musicians, and local celebrities in the same way. The tools or facts of different professions or trades may also be taken up.

SELF-ASSIGNED WORDS SPELLED.

Have a spelling-match, in which each person gives himself his own word. He must announce a word that has not been used before and that begins with the last letter of the one spelled just before. There is no one to correct where a word is spelled incorrectly. The next person that tries must watch this. If he passes an incorrectly-spelled word, any one below who recognizes it may correctly spell it, and then he moves ahead of the rest that missed it; *e. g.*, the first person spells "kitchen," the next one must announce a word beginning with "n." Suppose he announces "niggardly" and spells it "nigardly," the person next to him will have a right to correctly spell it. If he fails, any one down the line may do so in this turn.

SPELLING-DOWN VARIATIONS.

Use words in various ways. Start one, and compel every one to add a letter until this is impossible for all in the circle. If one fails, the next one gets a chance, and so on until some one succeeds in adding another letter, then he goes ahead of all that missed, as in the old spelling-class. Announce that every one must spell

Intelligence Recognized and Encouraged

a word that, when spelled backward, will also make a word. Use the plan above, permitting the one who succeeds in giving the word, to go above the others who failed. He is a list of words that form a word when reversed: Star, was, laid, stops, not, stab, live, step, war, Ned, tide, pan, Hannah, spot, room, ten, reed, stew, rat, yard, pins, straw, parts, peep. Try the same plan of spelling down, but have a "monitor" to give out words to spell which must always be spelled backward. This will create fun and compel one to keep all his wits about him. Start a word, and let each person in order add a letter; *e. g.*, "back-ache," the first person says, "b;" the second adds "a;" the third, "c;" and so on until the word is completed. This game will develop the power of close attention. The one giving the wrong letter is to be supplanted by the one below who gives the right one. Have the first person spell a word, and expect the second to give its meaning. Or, instead of this, he might make a sentence in which the word is used. Give out a word and expect each one, in regular order, to give a common word; or, still more difficult, require a proper name, beginning with the letters of the word in succession; *e. g.*, "back-ache," the first may say, "Bennie;" the second gives "Archie," etc. If the common word is used, then one says, "black;" the next, "acquired;" the next, "cowslip," etc. It is not easy to keep the letter in mind and also to think quickly of a word beginning with that letter.

Social Plans for Young People

SENTENCES TO TEST IN PRONOUNCING.

Here is a plan employed by the Roseland Presbyterian Church, of Chicago. Ten ordinary sentences were clearly written on as many pieces of paper. Ten bright young people were appointed and brought to the front. Each person took a sealed envelope, in which had been placed one of these sentences. It was then the part of these young people to come before the audience and to read the sentences without mispronouncing a word in them. A competent person or two kept track of the mistakes made by each person. These mistakes could be noted right after the person read or they could be reported when all had finished reading. Zest might be added if the one who made the fewest mistakes should be declared to be the best reader. If thought best, the ten young people might be divided into two sides, and a tally kept to see which side made the most mistakes. Interest might be increased if each person was requested to commit to memory the sentences given him. Here are the ten sentences which the Roseland Church used: 1. The cement failed to cement the apparatus, but the damage is still reparable. 2. The allopathist in full dress, riding in his carriage, was awarded precedence over the hydropathist, who, dressed in a blue blouse, was compelled to walk. 3. The truths of science, like all other truths, are indisputable. 4. The youths of the village propose to get up an excursion to the woods, and then go into camp, with one

Intelligence Recognized and Encouraged

of their number as commandant. 5. The contestants showed their usual combativeness, engaging in unseemly altercations. 6. The literati seem to be long-lived, and to enjoy themselves the livelong day, but have no sympathy with the blustering bravo, who is continually bawling out, "Bravo!" 7. It was a scene worth being seen to see the boys catching fish with their seine. 8. A laundry has been started by a man of cleanly habits, who may be expected to do cleanly whatever he does. It is strange that he should permit his family to live in squalor. 9. Some who think themselves orthoepists deem it obligatory on them to indulge in labored pronunciation. 10. This statement of the equation won't satisfy the conditions.

CHOOSING THE BEST CONVERSATIONALIST.

Progressive conversation can be carried on in many ways. Place the chairs in pairs, facing each other, or else place them against each other, so that one faces in one direction and the other in the other direction. Form them in a circle so that there is about three feet between each pair. When you are ready to start, a lady sits in one and a gentleman in the other chair. It is announced that every one is to talk "Chicago," or about the "governor," or about "John Wesley." Two minutes are given for this conversation. Time is called, and each gentleman then moves forward and continues to do so until he gets entirely around the circle. He immediately begins conversation on the same subject

Social Plans for Young People

with the next lady. After three such changes a new subject can be announced, if it is not desired to use the same subject around the whole circle. The ladies hold pencil and paper, and put down some sort of notes. The gentleman announces his name as soon as he is seated, and the lady writes it down on her card and puts the notes after it. After the men have been clear around the circle, the women study their notes, and each one writes down the name of the man she thinks is the most entertaining or the most instructive conversationalist. The ballots are collected, and the names of the three highest are announced. The same plan can be employed for the ladies. The gentlemen will then sit still, and take notes and ballot for the best conversationalist. Some companies of young people have arranged numbered cards, with topics after each, and the young men are directed to seek the young lady whose name he can write as his companion for conversation upon each specified subject. If such "conversatione" is held in the spring, "flowers" of various sorts, or "the delights of the season," or "the plans of the summer," may be employed for discussion. If it occurs near a political contest, it might not be amiss to discuss the merits of the different candidates. If it is after a series of sermons, by the pastor, on the "benevolences," the company could discuss the claims of these interests. In the same way such subjects as the "value of mission study," "the helpfulness of a Bible class," an "at-

tractive social," "an interesting devotional meeting," etc., may be taken up.

DREAMS AND SLEEP.

Any sort of name might be given to the following evening entertainments. A striking name often makes a thing magnetic. This plan is called a "Moon Social." Decorate in pale blue, and arrange for the lights to be dim. Bunting might be draped over them if they are electric bulbs. Have a scientist tell the last theory about the construction, composition, and conditions of the moon. Have some one else gather up all the old fables and stories about it. Let another person bring in several poems that deal with the moon. These might be distributed by verse or by line among the people. Some plan could then be employed to cluster them in the proper order and to have each person repeat his part. Request a number to tell the most vivid dreams they can remember. It might be well to appoint people to this task early enough for them to write them out. It will then be easy to slip into the subject of sleep. Have an expert describe the causes of insomnia, and emphasize how necessary sleep is to health. This may result in early hours or in careful eating for some of the young people. It also opens a way to warn against the use of drugs to induce sleep. A good debate could be brought in on the subject, "*Resolved*, That the dreamer has accomplished more than the doer." Ap-

Social Plans for Young People

propriate moon-shaped "favors," containing a poem or epigrammatical sentiment, should be given to every attendant.

INCIDENTS AROUND THE DECLARATION OF INDEPENDENCE.

It will be extremely interesting to spend an evening with the signers of the Declaration of Independence. One paper might deal with the events that led up to the gathering of these men in the Continental Congress. Another would collect incidents that occurred during the consideration of the Declaration; *e. g.*, the sessions were opened with prayer. The original petition might be read. It is an interesting document. (Look it up.) Relate John Hancock's earnestness in declaring that they must all hang together, and Franklin's quick retort, that they would all hang singly if they did not hang together. Have a brief biography of each of the men read. Distribute quotations from them, to be recited. Trace their subsequent history and deeds, recognizing their great value to the country. Show a picture of the old cracked bell that still stands in the "Liberty" Hall. Have some one who has visited the building in which the paper was signed, describe it and the room where they met. A small and inexpensive picture of this building might be given as a souvenir of the social.

LESSONS FROM LIVING MEN.

We do not need to wait until great, good men of praiseworthy deeds die before we draw lessons from their careers. This is too general a habit. Abuse of William McKinley was common and violent a day or two before he was struck down. Immediately papers and speakers vied with each other in circulating highest laudations. How much better it would have been if a few of these things had been said before. President Roosevelt has had a remarkable career. A profitable evening could be spent in the study of his life. Recall his declaration that he had gone into politics to show that a man could keep clean and yet succeed. Trace his religious life, and read some of his lay sermons. Scatter around a few quotations to be read. Give a brief review of the men who have served in the Cabinet with him, and note how many of them have been Christians. Spice and originality would be injected by asking each one to write on a bit of paper what he thinks Roosevelt will do when he leaves the Presidency. The same plan could be employed in getting all to write predictions as to who will succeed him. No Christian company need be afraid to take up a study of W. J. Bryan in the same way. He has manifested some remarkable traits in the face of defeat that are seldom found in men. He has been a clean-handed, strong-voiced disciple of Christ. There are

Social Plans for Young People

always local men of strength and character who can be studied in the same way. Collect from several people in different walks of life their opinion of the person under consideration, and also from others an explanation of his success. Such a list of opinions would be full of value.

NATIVES AND NATIONAL SONGS.

A related program deals with the patriotic songs. In America a good many of them could be given by former natives of the different countries. Have some one relate a history of the German national hymn, and then have it rendered by a German, dressed in a typical holiday, native costume. Do the same with the Irish, the Italian, the Swiss, the Swedish, the Russian, and so on through the list. During the same program it would be interesting to have a brief history of each country and an account of its religious history, its present form of worship, and state of piety. This may afford an opportunity to defend the policy of the Church in placing missions in many European countries. Other features will suggest themselves.

RULERS AND GOVERNMENTS.

Few people know about the names of rulers and the forms of government that exist in other lands. Have a series of papers describing the origin of the titles "Khedive," "Sultan," "Mikado," "Emperor," "King," and "President." Another paper can give the different

Intelligence Recognized and Encouraged

forms of governments existent. Another can give the methods of election and the powers of the elected. Another can describe the power of born royalty and explain the doctrine of the "divine" rights of kings, etc. At the same time the fact and power of the class-spirit, and resultant conditions, can be dwelt upon. They even exist in enlightened and related England. One paper might also compare the poverty conditions of other countries with those in America. Such a program will pave the way for a fine patriotic service.

CHAPTER VI.

Stimulating Educational Development in the Socials.

THE wide and thorough reader secures a valuable education. Moments, which otherwise might be wasted, thus employed will bring rich returns. Longfellow translated the "Inferno" by taking a few moments a day, through a long period, while waiting for his coffee. Darwin constructed his great books out of slips of paper written at odd moments of the day. A real desire for reading will find some method of satisfaction. If we can give foretastes of books, they will be read. People read trash because not properly directed. Good lists of books will command their attention. Promises help to keep folks up to their best. Reading-circles have done great good. Even socials may so vitalize a book that it will draw readers. Newspapers are often the people's educators. Whole communities are dominated by one paper. The *Atchison Globe*, edited by E. W. Howe, and *The Emporia Gazette*, under William Allen White, illustrate this fact. Young people should understand the influence

Stimulating Educational Development

and make-up of "dailies." They may do untold good for the Kingdom by finding a niche in the great newspaper field.

We ought to know about the life struggles and school preparations of great men. Early learn to express intelligent opinions about literary leaders. Cultivate the habit of extemporaneous speaking. Study to put thought into apt and comprehended words. Know nature in a close way. Bring all things to bear in the effort to get young people to obtain the best possible education. Keep the pathway clear and prominent that leads to some Christian college. Mind development insures capable and well-balanced disciples, when encouraged and colored by the Church.

COLLECTING LISTS OF VALUABLE BOOKS.

Young people ought to read, but they may both poison their minds and waste their time by reading the wrong things. An alert committee will, by some means or other, provide a list of interesting and yet safe and instructive books so that searchers may easily get at it. If the expense is not too great, print such a list and distribute it.

If this is impossible, post it in a conspicuous place in the regular meeting-room. Prepare the lists by using one or more of the many methods that are reliable. Ask every member to hand in the names of three enjoyable and profitable books. Write letters to six or seven up-to-date pastors, requesting them to name

two recent books of fiction and one of biography. Ask a few college presidents to send the names of five good books. Correspond with the local high-school principal, and with a number of the finest spirited teachers, and get their suggestions. Appoint a sane and spiritual committee to sift out the list until books assuredly desirable alone remain. Add to the list steadily, so that, if any have completely exhausted it, new books will be within their reach.

BEST BOOKS OF THE GENERATION.

Ask every one in the Church to help make a list of the best books of their generation. Request all to write the names of the best two or three books they have ever read. Get them to add the reason. Some will suggest books that the younger people do not know about. If several mention the same volume, then arrange to have another person briefly give an idea of its contents. Have an exhibition of old volumes of all sorts. Offer some sort of reward for the oldest or the most unique. Compare the present form and binding of books with old ones. Some one may be found who could tell how they were made. At the same time the former and present price of books could be exhibited. It is unwise either to decide that the old books are alone good or that only the new ones are worthy of reading. Things both new and old are worth attention.

THREE REVIEWS OF ONE BOOK.

Assign a book to be read by three or four people at the same time. The first one may be a strong and helpful piece of fiction. "Place and Power," by Ellen Thornecroft Fowler, will do. At a given time request each one to read a review of the book, together with an estimate of its helpfulness or weakness. It will be interesting to see how the same book impresses different minds. New facts will be brought out by each one, and skill or clumsiness will be displayed in the work. Later the same plan can be employed to take up a book of biography; *e. g.*, Winchester's "John Wesley," or even an historical book. After the reviews have been read, ask any one who has read the book to add anything that impressed him, or to give an added estimate.

A ONE-AUTHOR STUDY.

Study one author during a whole evening. Nearly all have written more than one book. Choose three of the best. There will hardly be time for more. Ask one person to give a biographical sketch. Assign to another the task of studying traits of language and peculiarities of idioms. Assign to another the difficult task of describing the moral result of the author's work. If he has written any poems, have one or two of them recited. Arrange for a number of the author's characters to be reproduced by people wearing suitable costumes. It might be well to have the individual review-

Social Plans for Young People

ing a particular book represent the hero or heroine by his own dress. It would be well if we could create an interest in the works of some men which are now neglected.

A BOOK-TASTER'S SUGGESTIONS.

If the young people's organization has a regular monthly social, it ought always to have some sort of a literary feature. If there is a particularly gifted person in the membership, for three months give him one-half hour at each social. At the first social arrange for him to briefly mention four or five of the best books of recent fiction. At the next meeting ask him to call attention to eight or ten of the best recent magazine articles. At the third meeting announce that he will name the finest biographical books issued in the last year.

READING-PLEDGE AND CIRCLES.

All sorts of plans have been suggested to insure good reading among young people. A few reading groups like the Bay View Reading Circle, with headquarters at Detroit, Michigan, have been very successful. The Chautauqua reading course has done untold good. The world is tremendously indebted to Bishop John H. Vincent for his leadership in this work. Many young people's organizations have provided a set of books to be read. These have often been bought and put away on shelves to be left unused. Where a more involved plan is impossible it would at least be feasible to prepare

a reading-pledge. Let it stipulate that one good book shall be read every month. Or it may confine the work to the number of moments to be employed in good reading each day. Many will sign such a pledge, and if by a reminder-postal card and report blank it is kept vivid, they will keep it. This will bring at least limited results. Folk will be settled at reading who would otherwise neglect it. When such a pledge is used, at least once a quarter, those who sign the pledge should be given the opportunity to relate some of the good things they have read. People will work when the material they gather can be definitely used, when otherwise they would busy themselves at something less important.

READER'S REPORT.

Call on a number of members to tell what unusually good books they have recently read. Or each one might refer to a valued magazine article. Or some particular volume of a set, or a chapter in a book, might be indicated as peculiarly appropriate or meaty.

FLESH-AND-BLOOD LIBRARY.

Plan for a flesh-and-blood library. This method has been much used, but may have slipped the attention of some who see this paragraph. Assign twenty books to ten young ladies and ten young men. Request them to thoroughly post themselves about the contents and characters in the particular books assigned. On the

Social Plans for Young People

appointed evening each one comes dressed to represent the book given into his hands. The twenty people are arranged on chairs, and numbered. A catalogue is circulated among the other people who attend; *e. g.*, "John Halifax" is catalogued as "Number 5." The titles which plainly designate men are assigned to the ten men, while the titles which plainly designate women are assigned to the ten ladies. Some lady decides she would like to read "John Halifax." She marks "5" on the card, and goes up to the librarian, pays two cents, and the young man representing "John Halifax" is delivered to her. They select two chairs facing each other. He tells her all he can about that particular book. He ought to make it so interesting that she will want to read it. At the end of three minutes she must take "him" back and put "him" on the shelf. A young gentleman notices that "Lorna Doone" is tabulated as "Number 9." He writes this number on his card, and goes to the librarian, pays two cents, and the young lady representing "Lorna Doone" is delivered to him. Selecting chairs, these two are seated, and she tells him all she can about "Lorna Doone" in three minutes. If the company is unusually large, more flesh-bound books must be provided. This, it will be seen, will arrange for a company of forty. Such a program, of course, can not usually be carried out by a miscellaneous company. Some programs fit themselves to a select circle. This plan has splendid possibilities in it. It drives twenty people to thoroughly digest and master twenty

Stimulating Educational Development

books. It leads fully as many more to get a taste of a good book which may lead them to read it. The representative should not give the whole story, but just retail enough of it to arouse a curious interest in it, so that the hearer will be led to get the book, to find out how it all ends.

BOOK-MAKING ILLUSTRATED.

A Denver club recently held a meeting in Evans' Chapel and carried out a procedure that is suggestive. An experienced bookmaker appeared before them, to describe in detail how books were made. He had a small binding apparatus with him, and illustrated the method employed in fastening the leaves together. He also tore to pieces a cheap book, and then folded back a good one, to show them where the work and material was put, to cause the difference in cost. He explained in detail how the cover was finished and the edges were mottled. He also made evident to them the care required to print clearly and exactly every book. It suggests an interesting and instructive feature for a program.

NEWSPAPER HISTORY AND MAKE-UP.

Few people realize the influence and possibilities of the daily newspaper. It is easy to condemn it for sensationalism, narrowness, or paucity of news. If the Church would have closer associations with newspaper workers, the tone of all local periodicals would be elevated. People might be led to realize this fact by a

Social Plans for Young People

newspaper program. An essay tracing the growth of news sheets is intensely interesting. The first one was written by hand, and loaned from door to door at so much per hour. Franklin's press made wider circulation possible. Recent methods of journalism were started in our own day by Joseph Pulitzer. William R. Hearst led the way for the extreme type of the so-called sensational paper. It would be interesting to study the biographies of either one or both of these men. They are prominent in their particular fields and have had remarkable careers. The first came to America as a poor foreigner. The latter was born with a silver spoon in his mouth, but was not willing to rest in idleness. Ask a prominent newspaper man to relate incidents that will illustrate problems they are compelled to meet. Appoint a local member who is alert and gifted, to describe the "make-up" of a paper. Assign some one else the task of preparing the history of the local news-scatterer. Some one else could emphasize the distinction between several of the great papers of the country. If, besides, a local interest is to be added, it might be well to arrange for the compilation of an old-fashioned "school" paper. Editors are appointed for the different departments, who collect material from the local members. A bright scribe composes pertinent personals, mostly fictitious. Another prepares advertisements under the names of people to be present, and arranged together as fictitious firms carrying different lines. Many in every community

Stimulating Educational Development

have had experience with this sort of original news-sheet. It might be well to send a special invitation to all who work on newspapers, and give them some mark of recognition that will make the reception specially enjoyable. They can be put into a reception line, or each one can be asked to give some sort of an experience, or they can merely be marked with a specially designed badge. It might not be out of order to permit every one to costume in some way appropriate to newspaper life. If the program is made important and valuable, and it is desired to clear money out of it, "human" advertising can be employed. This is done by soliciting firms to pay from two to five dollars apiece to have a member dress and speak to represent them. A hardware firm, for example, will arrange for a young lady to sew on her dress: "Bolts, washers, tin pans, garden seed," etc. A clothing store will deck out a good-looking young man, extravagantly, with the finest things they carry, and put a large sign on him noting the fact that he represents what is possible for them to do. If a dozen firms can be secured to thus advertise themselves, much real fun will be gained out of it, as well as many dollars secured.

DEMOCRATIC AND REPUBLICAN DAILY PAPER.

Appoint two energetic and intelligent leaders. Arrange for them to choose a staff of five or eight assistants. It will be well to have them choose in order, lest one get all the capable persons. Announce that each

Social Plans for Young People

leader, with his assistants, will present a daily paper at a specified date. One is designated as *The Republican*, the other as *The Democrat*. Give each absolute liberty in deciding how the typical daily paper is to be presented. The manager and the staff must decide this for themselves. If, however, his paper is democratic in politics, he must conscientiously and energetically advocate that side. He can make the paper either serious or ludicrous. On the stated evening competent judges are present to decide which of the two papers is the best. Each paper may be read by the manager or his assistants, all at one time. Or the editorials from each may be read, and then the news from each, and so on. It will probably be more interesting and more satisfactory to have each paper read completely at one time.

PROMINENT MEN STUDIED.

Church attractors can learn from newspaper articles. People are eager to be informed about prominent folk. Give an evening to different sets of well-known people. For example, one evening have a number of biographies dealing with prominent business men. Ask one person to write a paper on "John Wanamaker," another on "John Pierpont Morgan," another on "John D. Rockefeller," another on "T. W. Lawson." On another evening take up great office holders or politicians. One essay will deal with W. J. Bryan, another with Theodore Roosevelt, another with "Mark" Hanna, another

with "Tom" Johnson, and another with "Joe" Folk. Another evening take up the great inventors. One paper will depict "Telephone" Bell; another will tell about "Magician" Edison; another, "Wireless" Marconi; while some one else will take up "Wizard" Burbank. Folk want to learn about men of their own day who are doing noteworthy things. Newspapers write stories about towering local personages as well as about individuals who push above the throng in the country. Valuable lessons will be learned from the lives of these men, who fought their way to the top in spite of crippling hindrances and towering obstacles. For example, it will be remembered that Theodore Roosevelt was an invalid during his whole boyhood. Andrew Carnegie got his interest in libraries through being privileged to read the private collection of a wealthy man during his early life. We might not approve the men whose lives are studied, but their mistakes can be pointed out as clearly and positively as their successes.

BIOGRAPHICAL SUB-DIVISIONS.

Divide a biography into periods, so that every one may have a different section of a celebrated life to look up in several authorities. Luther, *e. g.*, will thus afford a field for a drawing-out and building-up study. Let one take his childhood, another his school days, another his spiritual struggles up to his break with Rome, another his home life, another "the student and preacher," and still another his friends and their in-

Social Plans for Young People

fluence, and another his last days. This will afford opportunity for wide and independent study, and will give a fine view of his life. This may run into two programs, if desired. Dr. Rishell, of Boston University, pursued this method in his theological classes with the students, and it proved very valuable.

VOTING MEMBERS TO A HALL OF FAME.

Create a local "hall of fame." Much interest was aroused when a New York university undertook to select names for its honor niches. Every Church can have some sort of a contest that will attract local attention. Announce that on a certain evening the audience will be invited to select five authors, to be posted later in the Church, as the best. State also that any one notifying the committee one week in advance will be allowed five minutes (or longer, if it is thought best) to give reasons why his champion should be so selected. The committee must see to it that the plan does not fall flat. If applications do not come in abundantly, appoint people to champion certain authors. After the different cases have been presented, give time to allow any one in the audience two or three minutes to add another point in favor of any one presented, or even to present a new candidate. This plan will lead some folks to read biographies, and will interest others in good literature which has been neglected because its value has not been appreciated. When the author is elected by an intelligent company to a local "hall of

fame," the values of his productions will rise. In the same way choose the best five recent books. Or designate the finest summer resort, or method of spending a vacation. Or create a "hall of fame" for the best book of the Bible, the best character in it, or the best commentary on it. Almost any subject may be taken up in this way. The testing of ability insured by this plan will arouse every one to do his best and will attract attention.

CELEBRATED FACES TO BE IDENTIFIED.

Clip a number of pictures of celebrated people from papers and magazines. Place them in a hat, with faces downward. At a given signal have each one of the company take out one of these pictures. All then get quiet for five minutes, while each person endeavors to think up facts about his prominent person to relate to the company when the time is called. It is difficult for many people to recognize a face and fix a name to it. It might be well to print the name under each face. Number all of the pictures, and mix them up so that they do not come in order. At the end of the designated period Number "1" must stand up, and, if the name is not written upon the picture, he must first tell who it is, and then relate all he knows about him. This will create merriment, since people will be wrongly identified either in name or in deed. It will also give opportunity for displaying either information or ignorance.

Social Plans for Young People

VALUABLE APPOINTED AND GENERAL DEBATES.

We can never get away from the profit of an old-fashioned debate. Americans enjoy argument. People of little apparent ability surprise us when assigned to defend or attack some common proposition. The debate may be formal and take up but a small section of the evening. Two will then be appointed for each side. It may also be open for general discussion. If this is permitted, a careful chairman is necessary. He will allow one speaker two minutes for the affirmative, and then the next speaker must be on the negative side, before an affirmative advocate is recognized. Regular judges are appointed. Fun is lacking if a decision is not sought for. Vital local problems may thus be taken up. Even Church doctrines, thus discussed, will open enriching truths. Frequently a funny proposition will bring in heart-strengthening joy. A common mechanic will often discover in this way that he has gifts for the law or ministry. We never know what we can do until we try. Temper is tested also, for it is difficult to stand against opposition or be defeated and not rile up. Individuals are led to seek exact information and to put it into the smallest compass. Most of us simply gather things under the spur of necessity.

COMMON WORDS DEFINED.

Test the company in giving definitions of commonly-used words or those which must necessarily have a

personal meaning to individuals. For example, ask every one to write in ten words, or fewer, the definition of a friend. It will test many to do it. It will reveal the methods others employ in examining folk. Gather these definitions and read them. Either request the company to choose the best or appoint judges to do so. In the same way define such words as "cat," "anger," "gold," "money," "west," "church," "water," "love," etc.

IDENTIFYING FALL-LEAVES.

In the fall of the year gather as many leaves of various kinds as possible. Suppose twelve entirely different ones have thus been brought together. Place them in order and pass them to the company, giving each not more than a minute in which to identify one leaf and write his identification on a card. He will, of course, write the name after the number of the one on which he is working. Pass the whole set along, and see who rightly names the most.

PRIZE FOR THE POOREST EXAMINATION PAPER.

Socials are valueless unless along with enjoyment they furnish information. Here is a plan that commands interest and energy, while it, at the same time, plants information. Prepare a simple list of examination questions dealing either with Church history, secular history, or biblical history. Ten will probably be enough questions to ask. Have as many lists as there

Social Plans for Young People

are young people present. Of course, if there are some who will not enter into it, this will soon reveal itself, and they should not be given a list. Number the list as it is given out, and put the name of the person who receives a particular number on a slip of paper instead of having him write his name on the list. In this way no one need know whether he has his own list or that of some one else. Now exchange the lists a number of times, and when it is evident that no one knows whose list he has, start the company at work answering the questions. Announce that the paper which has the mistakes on it will get the prize. Every one has another's paper, and they do not want him to get the prize, and so they will use all care to answer the questions correctly. It may be allowable to ask others for information. This will compel him finally to use his own judgment. Different people will have different answers, and when he receives these answers he must decide which is the best one. Unless he endeavors to get the right answer, the paper he is filling up may get the prize. This eager interest will pin facts in his mind so that he will not forget the replies he writes. Of course, every one can write his own name on the paper before exchanging it, if it appears to involve too much trouble to use the number plan. This, however, does not insure as great fairness as the other method. A close friend may hold some one's paper and be eager to insure him the prize. Spurred by this desire, as many mistakes as possible will be made. If a fellow

Stimulating Educational Development

gets his best girl's paper, he is sure to favor her. But when by no method whatsoever any one can discover the ownership of the paper he is working on, he will be sure to do his best to see that that paper does not get the prize.

LISTS OF LECTURERS.

Some District organizations have been very helpful to local societies by preparing a list of the lectures which the near-by ministers can and will deliver, together with their charges. This is printed, and mailed to all the organizations, so that they can correspond directly. Sometimes a few testimonials are enclosed for each lecture, as well as an explanation or description of the lecture from the one who gives it. Such a District committee could arrange with a Lyceum Bureau, or with a distant lecturer or entertainment committee, and with the different local groups of young people, so that time and expense could be saved by sending entertainers to a number of places in a series.

ATTRACTING BUSINESS COLLEGE STUDENTS.

The business college has come to stay and is attracting large numbers. The Church must hold and help the young men who come to these institutions from the country and small towns. All sorts of receptions are planned for other people; why not include them in the list? At the opening of a term, plan a special program that will interest them; send special personal invita-

tions; make them the guests of honor. Invite a successful business man to define the qualifications of the sought-for employee. Have some one else plant hope and cheer by gathering incidents of poor boys who have succeeded notably. If possible, gather the names of all the students as they come in at the door. Select a tactful and consecrated committee, who will distribute among themselves these names and, if possible, that evening meet personally all whose names he holds, and find out the Church affiliation of each one. If not a member of your denomination, notify the Church with which the student does affiliate. If impossible to get in touch with the whole list of students that evening, look them up early at their boarding places. Plan some appropriate games, and give them not only a speech-making time, but the jolliest possible evening, so that they will always think of the Church in connection with their joys.

OLD-TIME SCHOOL DAYS.

An old-fashioned country school may sweeten with laughter and gladden by arousing our memories. It is not within my province to give minute details. One general suggestion will quicken many specific ones. Gather a few old-fashioned reading books, such as were used when the adults were children. In the "reading class" these simple selections are read just as though it was being done by the original children. In the spelling match insist on every one spelling backward,

for example, "catch=hctac." Choose sides, and ask one side to give the name of a river beginning with "A." Then ask the other side to give the name of another river beginning with the same letter. If it fails, ask the other side again, and if it succeeds it is their privilege to choose one from the second side. A Friday evening program of recitations, dialogues and songs may be introduced. At noon the bell rings, the school is dismissed, and every one gets his lunch out, as the refreshments for the evening. Some genuine tests for information will now be announced, for example, questions about the capitals of the States, or real problems in arithmetic, or difficult words to spell correctly. This sort of a test frequently puts people on their mettle and makes careless people profitably ashamed. It also makes it possible to discover promising material.

CHRISTIAN COLLEGE ENCOURAGED.

Arrange a "college evening" at an appropriate time, to encourage prospective students to attend. Decorate with all the college emblems that can be secured. Few people recognize the different ones, so that it will be well to pin on them a paper identifying each one. Arrange for the oldest college graduate to tell about the games and customs of his college days. Follow this up by a speech from some college president or professor, who will describe the purpose of the college. This will open the way for a bright student, either in college or a graduate, to prepare a paper on the advantages of a col-

Social Plans for Young People

lege education. Statistics as well as the names of great leaders will enable him to prove his statement. Finally ask the pastor, if he be tactful and wise, or, better still, a Christian layman, to answer the question, "Why a denominational college?" Invite the glee club from the denominational school which your Church supports. Distribute catalogues. If the college is not alert enough to prepare souvenir buttons holding a picture of one of its buildings, as a small reminder, then let the local Church provide such a button, to give those who attend. Be sure to send invitations to all the high-school students. Plan to create a college spirit in the decorations, program, and recreation. Arrange games that will both instruct and give heart-gladdening pleasure. Only eternity can measure the good that might be done in such a program if only one person is led to decide to take a college course. We, as Christian young people, need to encourage attendance at the denominational school. Otherwise we will find ourselves without great moral leaders in the State, and competent large-brained and well-trained pastors for our Churches.

CHAPTER VII.

Planting Religious Information in the Social Life.

THE Young People's Missionary Movement of these days has aroused the whole Church. A splendid Wisconsin layman started it with his personal purse and guarantee. The prayerful eye and ear recognized it as God's leading. The work has spread until few wide-awake Churches can get along without a mission-study class. Big and heart-stirring things appeal to young folk. They respond promptly and heartily to large responsibilities. When their enthusiasm is back of a well-directed undertaking it is sure to succeed. Information is recognized and will appeal to reason and command their support. Every possible thing should be utilized to arouse the interest of the younger folk in missions. If they take up this subject, other forms of religious loyalty are insured. Post them on the great benevolent work of the Church. It will arouse dormant energy. Every one should understand his own denomination, and the tenets of others. Scripture can be employed in a safe and dignified way in socials, and

Social Plans for Young People

profitably too. Christmas and similar holidays often fail to impress their religious meaning. Art is a fruitful field of study and suggestion to the believer. We know so little about the power and history of music and song. Gratitude will be deeply stirred if we "count our blessings." Complaint changes into cheer when we see the fruitage of deprived lives. Untold usefulness lies open to the thinking, consecrated, social leader, to plant religious facts in soil where they will yield manifold.

LOCAL AID FOR MISSION STUDY.

The local Chinese laundryman can vitally assist in rendering a program on "China." He will be willing to dress in his best, and, if able to talk English, explain about his garb. Some of them will now permit the wife and child to be seen. He will loan chop-sticks, shoes, lanterns, and other peculiar implements used by his people. These things should be assigned to individuals with a request that they read a brief paper telling of their origin and use. For a very little charge, and possibly free of cost, the Chinaman will write some sort of message in his own language that can be used as a souvenir of the occasion. It will not be difficult to bring into such a program some things to prove China's need for missions, and the wide-open door that faces us there. In the same way we may get a Japanese to help up on a "Japanese evening." Nothing so impresses facts as clothing them in visible form.

Planting Religious Information

FORMING A MISSIONARY SCRAP-BOOK.

Most people who prepare missionary essays have small access to news that will brighten and strengthen the composition. Start a missionary scrap-book. Request a member who reads a good piece of mission news to clip it out and turn it over to the custodian of this scrap-book. Some one should be appointed to take charge of this book who will carefully index and arrange the clippings. He ought to have good judgment, so that valueless things are not inserted. It would be foolish to lumber a book up with articles that have no point to them. When any one is to prepare a paper, he ought to have access to this book. Great care must be exercised in its preservation. The custodian requires that it be promptly returned, and will also carefully guard its use, so that it is not destroyed. He should prepare a two-minute missionary news leaflet, to read at every social or once a month at a devotional meeting. Nothing builds faith and stirs evangelistic endeavor like news from foreign lands.

MISSION FACTS IN REGULAR PROGRAMS.

Mix missions into the monthly social. Let the "missionary" chairman plan ahead, to have one or more features ready. At one time have a recitation by a person dressed in a native costume. At another have a quartet sing a familiar gospel song that has been translated into a "heathen" language. Facile-tongued young folk can learn them. Take the time at another social

Social Plans for Young People

with a few ridiculous incidents; *e. g.*, Dr. Huett tells about a missionary in Japan who got the similar Japanese words for "wife" and "sin" mixed, and vigorously urged all the Japanese to put away their wives, or they would be lost. A few striking illustrations of interesting victory-signs might be given by a sprightly person once in awhile. A letter written by a native, with his peculiar use of English, will hold attention. A curio will open the way for a heart-rooting story or a memorable fact that will later lead to thought and action. Pin the name of some "missionary" on each one's back as he comes in, and make him find out whom he represents. It will make the material of the mission-study class usable. If a solo or an essay is rendered, have the one giving it dress up in the costume of the country to which it is related. Play missionary games. They are abundant, can be manufactured, and are engrossing.

REALISTIC LETTER ESSAYS.

Make essays realistic. Suppose, for example, the Hinghua (China) Mission is under consideration. Let the individual describing it speak as though he were writing a letter from Hinghua to America. If possible, put it in an envelope with a Chinese stamp on it. Let the envelope be opened before the audience. This will make realistic the news which it carries. Of course, a person must guard lest he forget he is writing from a distant town.

Planting Religious Information

UTILIZING GUESTS AT MISSIONARY RECEPTIONS.

The "Uncle Sam" reception offers wide opportunity for giving missionary information. Mr. and Mrs. Uncle Sam, after receiving all the guests of the evening, who are dressed to represent some foreign country, can then select some of the best representatives and introduce them to the audience, at the same time giving a short story of the countries thus represented. Push into the recital the story of heathen customs rigorously practiced in hungry search after heart peace. It might be better to have the leader simply introduce the people with a few explanatory words, while the representative tells the facts about the country, speaking in personal "I" terms. People will never forget the facts thus given, and the wide interest awakened will make it an unusual event. (See the further description given in "Workable Plans.")

MISSIONARY ESSAY MEDAL CONTEST.

A missionary essay contest will lead folk to gather facts that would otherwise escape attention. A few years ago *The Churchman* offered a cash reward for the best essay on "Missions." A young lady secured it by preparing a remarkable paper. A visible reward somehow stirs all of us. It will not cost much to purchase a gold-plated medal. Promise it to the person who prepares and reads the best essay on "Missions." Careful rules must be made. It might be limited to high-school students or to people between certain ages.

Social Plans for Young People

Select the judges carefully, so that there will be absolutely no prejudice in the decision. Use the methods employed in college contests of a similar nature. Inter-sperse the program, when these essays are read, with music and interesting features of various sorts, and charge a slight admission or take up an offering. It might be possible to employ the widely-used Home and Foreign Missionary debate. This could follow, and use the time the judges require to come to the final decision about the essays. It will be remembered that the wording of the debate is something like this: "*Resolved*, That Home Missions have a stronger claim upon us than Foreign Missions." The wording can, of course, be changed. Two speakers are given to each side. At the close the audience chooses the winning side. The collection is taken up. One plate passed is labeled, "Home Missions;" the other, "Foreign Missions." When the money is counted, the plate having the largest sum in it gives its side five points. The audience then decides which side it considers made the best argument. This counts five points. The judges selected also vote on the best argument, and their decision counts five points. In this way the side which gets the most points out of fifteen is declared the winner.

HOME AND FOREIGN MISSION DEBATE.

Here is an old plan that wins, and so is worthy of repetition for new people. Have a carefully prepared

Planting Religious Information

and widely advertised debate on the question: "*Resolved*, That Home Missions need our money more, and have a stronger demand upon us, than Foreign Missions." Choose the very best representatives for both sides, so that the subject will be fairly and fully presented. Have broad-minded judges. If time and interest permit, the discussion may be opened for the audience, the chairman recognizing alternate side opponents, so that no two from any one side follow each other. Take a collection, and label one basket "Home" and the other "Foreign," and ask people to put their contributions into the basket that has made the best argument. The side gathering the largest collection ought to be allowed a certain number of points by the judges in giving the decision, or the question may be settled by the collection instead of by judges.

CELEBRATED MISSIONARIES NAMED.

Furnish every one of the company with pencil and paper. Announce that two minutes will be given for the people to write the names of as many missionaries that begin with the letter "A" as they can think of. When the two minutes are up, time is called. A selected person reads this list. Suppose he has in it the name of Wm. C. Adams. He calls it out and tells what country he works in, and then every one in the room who does not have that name on his list, holds up his hand. Suppose ten have failed to get that name. He has now ten points. He reads the second name, if

he has one, and is again credited with as many points as there are people who do not have that name on their list. When he has completed his list, if the next person has anybody on the list which the first list did not have, he reads the name and is also credited with a number equal to those in the room who do not have that name. Of course, every one who has the name Adams and the other names read by the first speaker, gets as many points as he does for that particular name. This same plan may be employed for "prominent statesmen," or "great Church leaders," or "renowned physicians," etc. This will test information along specified lines, as well as introduce the names of people who are widely reputed in some particular branch.

INSPIRING BENEVOLENCE EVENINGS.

No Church can thrive without its membership conscientiously and earnestly supporting the wide-reaching benevolent work of the denomination. Such avenues as open up for lifting the country and building the Kingdom must be promptly entered. Some pastors imagine that raising money for outside causes will affect harmfully the local collection. The effort to build churches in new communities, the need of evangelization in the cities, on the frontier, and among foreigners, and the wide-open door for the gospel in foreign lands, all appeal with heart-moving power if they get a good chance. The mission-study plan has accomplished wonders for foreign missions. The young people's organi-

Planting Religious Information

zation should, by program or by parts of several programs, introduce interesting, arousing facts about these different departments of work. A "Down South" program pictures the needs of the freed negroes and the blighted whites of that vast region. A "Synagogue Evening" gives an opportunity to picture the patriotism of the man who helps build churches in needy communities. It would be possible to emphasize the need of such an institution to preserve civilization and insure development. The openings for donations can be marked by pertinent illustrations. A "Foreigners' Evening" will offer many opportunities to bring in the great subject of taking care of 10,000,000 foreign-speaking people who have landed in America in the last twenty-five years. A "Growing Up Evening" will make it possible to present the vast usefulness of the Sunday-schools and the fruitful fields that can be entered when the workers are furnished. A "Foreign Lands Evening" will give an organization limitless privileges of piling on enthusiasm-kindling fuel for missions. This is the most promising day that the Church has ever seen for work in distant lands. We must push it now or lose the strategic opportunity. Belle M. Brain's "Fuel for Missionary Fires" will give useful material and plans for any company that desires to build an unusually attractive entertainment along this line. People enjoy information. They will respond to facts. It is foolish to suppose that they will fear to hear about open doors for usefulness outside of

Social Plans for Young People

their own Church. Such programs ought not be followed by immediate collections. If seed-truths are sown, people will give with a better spirit and a warmer heart after the information has been pondered for awhile.

DENOMINATIONAL CHILDREN AND HOUSEHOLD.

Have a "Methodist Family" program. How many branches are there in this country and England? When were they organized? and what caused them to go off from the original branch? How strong are each? and what are the particular tenets of each one? Have any ever been combined? What hope is there for other unifications? What has been the cause of Methodism's success? Let a number of people answer this question, and then open it for general discussion. What improvements could be made? At this meeting it would be well to sing songs that have been written by Methodists, giving a brief history of each. They might be lined out, and sung without an instrument. Write to a stationer in Epworth, England, and have him send a box of writing-paper. Inscribe on it short sayings of Wesley, to be read aloud by the people at some time during the evening, and then to be carried away as a souvenir. Ask at least a few to dress as did the early Methodists. Explain the old class-meeting plan, and show some of the "Love Feast" admission tickets. Gather several pictures of the early leaders, and place them on the walls or on tables. It might be interesting to distribute

Planting Religious Information

a list of books that give the history of the various Methodist movements. There is an unending range of subjects and plans that can make this one of the most attractive evenings ever given. Use the same plan for your own denomination, whatever it is. Be posted about it.

STUDY OF DENOMINATIONS.

Prepare a "denominational study" program. It may be impossible to carry out the whole program in one evening. It might even be of large profit to prepare a series of programs to precede a social time. However that may be, the idea is worth considering. If the whole program is given in an evening, then plan only one paper or essay for a few selected denominations. If the plan is adopted in a small town, it will be well to select the local Churches. For example, some town has a Presbyterian, a Baptist, a Christian, and a Methodist Church. Request each Church to appoint a representative to read a ten-minute paper on the origin, government, and doctrines of that Church. Let it be some one else than the pastor. Following the paper, have a soloist from that Church sing the song which her own congregation has voted to be the most popular. If several evening programs are devoted to it, select two or three denominations to study each evening. One prepares a paper on the "History and Doctrines of the Church." Another describes its form of government, and the advantages of that form. Another

quotes three or four songs written by some member of that denomination. Another gives the biography of two or three prominent laymen who were spiritually trained or are living members of that denomination. If just two denominations are under consideration, request the ladies to dress in some way to represent one denomination, and the gentlemen to dress in some way to represent the other denomination. If it is impossible to get other Churches to furnish folk to read essays, then appoint members of your own local organization to do so. We can not be broad Christians and fully charitable unless we understand something about the other Churches. The Denver Social Union, a Methodist organization, at a largely-attended meeting had a program that suggests work for some young people's organization. A Jewish rabbi, an Episcopalian rector, a Roman Catholic priest, and the pastor of a Christian Church each told about the points of agreement with the Methodist Church. Why not arrange a program in which each Church should state its common articles of belief? Some people imagine Churches differ in fundamentals. In this good day the differences are usually on non-essential points. The old-fashioned "holier than thou" spirit is long ago dead. If it is a Presbyterian or a Methodist Church that is arranging the program, let it request the neighboring Churches to come in and state their points of agreement with that Church. This will bring out the things which all Churches hold in common. The day when dénomi-

nations disappear will probably not come this side of heaven. Denominations furnish Church homes for differently constituted people. The quiet ritualist must have his Episcopal service. The spontaneous emotionalist must have his Methodist Church. Nevertheless we must all agree on common things, and the more knowledge we have the wider will be our sympathy for each other, and the more general our co-operation.

ILLUSTRATING DENOMINATIONAL GOVERNMENT.

Few people understand how the Methodist Church is run. It could be illustrated with a program and papers. Have one group of people represent the Official Board, with a short paper from different ones, describing the work of the different officers composing this body; *e. g.*, the class leader, the steward, the trustee. Some one should also describe the authority and duties of this Board. Let another body represent the Quarterly Conference, with papers describing the duties and standing of the different persons composing it, and its relation to the Annual Conference. At this time some one might well describe the work and duties of the pastor, the local preacher, and the presiding elder. Let another group represent the Annual Conference, with papers on its duties and authority, its membership, its past history, and its origin. Here also may come papers about the work and standing of the bishops, the General Conference officers elected, and the origin of the Discipline, and its growth. There are an endless va-

Social Plans for Young People

riety of subjects that can be taken up in connection with such a program. The Church papers may be mentioned. The Book Concern would afford a profitable subject. Of course, it may not be possible to carry out such a program in one evening, but at least some of it will be valuable, and it might be well to run it through several meetings as a part of the program. This same idea can be employed by the different denominations, or for a study of them.

PIONEER PREACHERS.

Have an evening with a number of the early preachers who had a remarkable career, and to whom the Church is indebted for a good foundation. The life of "Billy Bray," if juicily reviewed, would draw attention and plant truth. Incidents from the life of "Lorenzo Dow" would show how God can use a man, even though he seems to be full of absolutely crippling blemishes. The history of "Peter Cartwright" reads like fiction and demonstrates how great an influence a man can have on all classes when he walks a straight road with Christ. His physical and moral courage attract and dignify. The cost of sainthood among Protestants is demonstrated when we find that Asbury, during his forty-five years as a minister, traveled an average of six thousand miles a year, mostly on horseback, sleeping in the open fields or on the floors of log cabins usually, and receiving the munificent salary of

Planting Religious Information

sixty-four dollars a year. The tragic death of Coke will arouse sympathy for missions.

CUT-UP SCRIPTURE VERSE.

Write out a Scripture verse that contains an unusual amount of truth within a small compass. (John iii, 16.) Cut it up into six or seven pieces of unusual shape. Have enough verses, so that when they are cut up there will be a piece for each one in the company. Now announce that the particles are to be fitted together until the whole verse can be made out. After these groups have collected and have fitted the slips together, they are to sit down and decide on what they think the verse teaches. It might be well for the group to elect a chairman, and help him to prepare a written statement of not over fifty words which will concisely explain the verse. This will get people acquainted, call their attention to the Scripture, and set their minds to thinking along proper lines.

Few people can now correctly quote Scripture verses. Have each group decide on a verse of Scripture, quoted by one of their number, or gathered together by the help of all. The chairman will in due time read it to the assembled company. Of course, no Bibles will be at hand. If the verses are written out, submit them to judges, who will then compare the Scripture verses and decide which is the most unusual, also the one most nearly approaching the exact language of the Bible. If

Social Plans for Young People

general participation is desired, request each one to write on a piece of paper a verse of Scripture which he can recall. The judges will then award a prize for the most original and exact passage. Of course, the verse must always be located in book and chapter.

SENTENCES FROM A SCRIPTURE PASSAGE.

Provide each one with a typewritten reproduction of some passage of Scripture. For example, let it be Revelation iii, 20: "Behold, I stand at the door and knock," etc. It ought to be one that will do good by rooting itself in memory. Now ask each one to write on a piece of paper as many sentences as he can, using the words contained in this passage. Or he may be asked to see how many words he can make out of the letters contained in the first line of the verse. Five people having the verse may get together and see how many sentences or words the combined brains can produce.

TEACHING POSSIBLE AT CHRISTMAS.

It is too bad to lose the teaching opportunity of Christmas. The holiday season is, of course, a very busy time. The program suggested may be given some weeks before, and not prove to be premature. Where did the name originate? How long has this custom of giving presents existed? Where and when did the "Santa Claus" myth arise? Gather a few Christmas myths from different countries; *e. g.*, in Russia the

Planting Religious Information

mysterious visitor is an old woman, who was invited by the Wise Men to visit, with them, the "Bethlehem Babe;" but, being busy, she postponed it until they had gone without her. She then started alone, and ever since has visited the children on Christmas eve, looking for Him. Give an account of the celebrations in foreign lands. It may be witnessed in the foreign sections of our cities or in the mining camps. Sing the old carols. Have a good recitation or story, like "The Bird's Christmas Carol." What are the evils of Christmas, and what are the blessings? Let every one present tell of the most vivid childhood memory of the day. Many original and mirth-provoking incidents of actual occurrence thus come into circulation.

MADONNA EXHIBITION AND EXPLANATION.

Give an evening to the exhibition of copies of the different Madonnas. It will be surprising how many pictures of Madonnas can be gathered in the ordinary congregation, and some of them at least will be very fine. Have some one trace a few of the traditions taught by the Catholic Church about the Virgin Mary. It will explain various paintings, and help us to understand them. Get the life history and inspiriting purpose of the more prominent painters; *e. g.*, tell how Andrea-del-Sarto painted to supply the extravagant wants of his beautiful but cold-hearted wife. He always put her face in as the "Madonna," and that is the reason that the beauty there lacks softness. Recall

Social Plans for Young People

the fact that the "Sistine Madonna" was painted by a comparatively young man. It will be interesting to know that Michelangelo learned a number of trades, and that he slept with his clothes on, so that he could jump to work at any hour of the night when an inspiration came. Compare the different Madonnas, and point out their weak and strong points. It will bring sweet lessons and arouse an interest in real art. The same plan could be successfully carried out for pictures of Jesus, and other religious paintings. It will easily be possible, at the same time, to show that most of the best art clusters around Jesus, His life, teachings, and followers, or at least Christian facts.

FAVORITE SONGS AND PROGRAMS.

The song program never grows old or cobwebby. New things can easily be introduced. Request six or eight people each to bring in a complete history of his favorite song. Why is it liked? Who wrote it, and what was the occasion that brought it out? Where was the music secured, and when was it first heard? It might be possible to have as many as twenty bring in a brief statement about a favorite song. The best way, however, would be to take a vote of the membership. Some would be sure to select the same song. Pick out the most capable person among those who agree, and give him the names of the others who have also selected that particular song. He can then get their assistance in compiling facts that he wants to

Planting Religious Information

present. See how many can recite a verse or all the stanzas of a hymn. Sing two or three, employing the lining-out method, as used by the fathers. Assign two advocates to each one of the most popular songs. Give each ten minutes to argue why his piece of music is the best. Permit the whole company then to vote, judging the best piece by the arguments produced, and not from their feelings. If there is a local author of merit, invite him to tell the origin of his best song and, possibly, sing it. Perhaps an older member can lead in an old-fashioned song in the way it was sung in his boyhood. It will be interesting for some one to prepare a paper on early Church music. Few of us know that John Wesley would not permit a musical instrument of any sort in the early Methodist Churches. At one time the violin was counted the exclusive property of Satan. A few Churches still refuse to admit any musical instruments. One fine set of believers sing nothing but psalms set to proper meter. Musical compositions at the start purely worldly, now carry some of the most heart-lifting hymns.

MUSIC DECORATIONS AND REPRESENTATIONS.

A "Music Evening" offers a wide opportunity for variety and instruction. Careful provision should be made in advance. Decorate the room with musical instruments, and other things used by musicians. Frequently an old violin or an old-fashioned accordion can be borrowed. An old man could bring his army fife.

Social Plans for Young People

The neighborhood should be scoured to find interesting music relics. As each guest comes, the name of some musical instrument or musical term is pinned on his back; for example: "Bass clef," "harmony," "pitch," etc. By numerous questions it is necessary for him to find what this pinned-on slip contains. The company may be separated by various methods into groups of six or eight. Each group is given three minutes to make plans for acting out a particular song. The ladies may be requested to come costumed appropriately to represent some piece of music. In fact, each one may try to represent a popular song. During the evening some one goes to the piano and strikes two or three chords of several well-known pieces of music. A numbered card is handed to each one. As the chord is struck he writes opposite number one what he thinks the musical selection is, and so on through the list. Groups already provided for may also silently sing or gesture a piece for the rest of the crowd to guess.

A MUSICAL HUNT.

One crowd of young people arranged a hunt. It furnished a delightful social evening. The previous week each of the young people received the following invitation hectographed on a neat little card:

What? A Musical Hunt.

When? February 6th.

Where? 82 Winter Street.

By whom? E. L. Thayer Chapter No. 1286.

For whom? You.

What for? To get the F. P., L. P., N. P., A. A.

Planting Religious Information

As the people arrived they were furnished with pencil and paper containing the headings given in the list below ("Found on any sheet-music," etc.), and forty-eight numbered blank spaces. They were told to search the house until they found the forty-eight objects and decided what they represented. The hunt took them into every nook and corner of the house, and occupied the entire evening.

Found in any Sheet Music: 1. Steelyards; 2. Cord; 3. Poetry; 4. Yours truly, John Smith; 5. Mustard; 6. Dish of water marked "tepid;" 7. "I promise to pay," etc.; 8. Necktie; 9. Dough; 10. Photo of hostess; 11. Picture of the sun; 12. Crowbar; 13. Tape measure; 14. Cane; 15. Head rest.

Musical Terms: 16. Shot (short); 17. Pine pitch; 18. Watch; 19. Crash; 20. Key; 21. Root; 22. Medicine.

Found in an Orchestra: 23. Chicken's "drumsticks;" 24. Pickle and letter "O;" 25. Vial in spectacle case; 26. Vial on Cello; 27. Spectacles; 28. Beads; 29. Whalebones; 30. A hand, pointing; 31. Vial tied with bows; 32. Shoe strings; 33. Corncob (the corn was "et").

Composer: 34. Handle; 35. Bark; 36. Business card of a shoe dealer.

Miscellaneous: 37. Quire of paper; 38. Hat band; 39. "Saltery."

Kinds of Composition: 40. Three beets in a meas-

Social Plans for Young People

ure; 41. Circle; 42. Gentleman's photo; 43. Do wet (letters floating in water).

Operas and Songs: 44. Jug; 45. Martha Washington's photo; 46. Photo of Schley; 47. United States flag; 48. Toy soldier of tin.

These objects represented the following musical terms and names: 1. Scales; 2. Chord; 3. Lines; 4. Signature; 5. Sharp; 6. Flat; 7. Note; 8. Tie; 9. Do; 10. Mi; 11. Sol; 12. Bar; 13. Measure; 14. Staff; 15. Rest; 16. Staccato; 17. Pitch; 18. Time; 19. Fortissimo; 20. Key; 21. Root; 22. Tonic; 23. Drumsticks; 24. Piccolo; 25. Violin case; 26. Violoncello; 27. Reed instruments; 28. Bugles; 29. Bones; 30. Director; 31. Violin bows; 32. Strings; 33. Cornet; 34. Handel; 35. Bach; 36. Schumann; 37. Choir; 38. Band; 39. Psaltery; 40. Waltz; 41. Round; 42. Hymn; 43. Duet; 44. "Little Brown Jug;" 45. "Martha;" 46. "Warrior Bold;" 47. "Star-Spangled Banner;" 48. "Little Tin Soldier."

Prizes were awarded explaining the letters "F. P." (first prize); "L. P." (last prize); "N. P. A. A." (no prize at all).

Use as many musical instruments in the program as possible. Have no two numbers by the same instrument. It will be surprising to find how many instruments can be discovered. Have some one read a paper on the "History of Pianos," or the "Origin of Violins," or the "First Musical Instrument." It would be interesting to have two or three biographical essays dealing

Planting Religious Information.

with great composers. Some one else might profitably add a short talk or essay on the value of music. Close the whole social by getting the company to singing a number of old-fashioned songs.

WORST ACCIDENTS.

Have each person relate the worst accident he was ever in. Ask him to give details. It may lead to greater care and enable one to avoid a similar risk or real accident in the future. It may picture a miraculous escape that shows the value of care or the effectiveness of prayer. There may be a good moral, which can be impressively enforced. The ability to tell startling things in a striking way is often cultivated, and peculiar gifts are uncovered.

POOR-HEALTH BLESSERS.

Give an evening to the study of the work of men and women who have blessed the world in spite of the fact that health was poor or some heavy affliction or misfortune had come upon them. A few of the more prominent ones may be selected. Such a study will arouse ambition, stop complaints, and help build up gratitude. Take for example the life of Fannie Crosby. Have a brief biography of the blind vision-getter, George Mathewson. Recall the cheerfulness and the work of the dying Stevenson. Read a few of the sweet poems of the stricken Dunbar. Look up the obstacles

Social Plans for Young People

over which Prescott climbed. Get the story of the Illinois invalid who, while on a helpless bed of pain, raised thousands of dollars to be used in foreign missionary work by making blotters. Review "The Woodcarver of Olympus." A program of surpassing interest and profit can in this way be arranged.

CHAPTER VIII.

Church Aid Work for Social Hearted Young People.

WHEN people help form plans, they enter into them more vigorously than if brought to their hands complete. It is difficult to get fully-attended committee meetings these busy days. Nothing draws people into companies so effectively as dining together. By all means lay careful plans for putting definite things into the hands of young people that will increase the efficiency of the Church as a whole. If thus trained, they will carry the heavier loads, as officials, with grace and skill a little later. This chapter will undertake to put a torch at the head of a few open pathways.

Flowers spiritualize the regular services. The pulpit gives a better message if blossoms smile near by. The individuals of the audience value a flower, and it helps to open their hearts. A beautiful and tasty exterior and lawn advertise a high-class and working Church. The faithful choir appreciates attention. The new members should receive an impressive welcome. The Juniors should find regular Church sympathy. Busy

Social Plans for Young People

fingers can pen a heart-rooting message. Young people do not have many dollars to give, but they have fine earning ability that ought to be utilized. Their "cheer up" power is almost limitless. Scores need it sadly. There are so many ways of employing it to make heart-flowers bloom. We must by every possible means make their work and organization a success. Courage can accomplish almost anything. The young people's Church will be attractive to all classes. It is so easy to secure the young and to get tremendous help from them. Plan and pray for it. Put the social life to a pertinent use. There is some way to accomplish this everywhere. Let us be determined to find it. To-day and to-morrow, depend on it.

COMMITTEE MEETING AROUND A TABLE.

Every one likes to eat, and will grow more congenial and social around the table than any place else. We must arrange for a good many "Church" affairs in this way. Committee meetings are hard to make a success. No chairman is a winner who does the work himself. He is a good leader who develops others to fill his place to-morrow, when something compels him to give up. If he is afraid of being crowded out, he is too small to fill it now. Plan with a restaurant or with some good woman who is a member of the Church, to serve supper at six o'clock for all of the committees, for twenty-five cents. Have a few toasts that will arouse enthusiasm, and then break up into

groups to plan and get ready to push. A single committee may arrange to meet in this same way. The expense will be light. Nearly every one can pay his own way. Where this is impossible it will be a good investment for the Young People's organization to meet the bill for the persons unable to pay for their own refreshments.

PULPIT FLOWERS.

So few Churches regularly have flowers in the pulpit. Plenty of people will be glad to assist, so that fragrance and beauty can help people to see God in the service. The Young People can easily and successfully take charge of this feature. Find out what members have flower gardens, and arrange to send some one after bouquets at stated times. Get the pledge of others to plant flowers for the summer. In the winter time there are plenty of blossom-lovers who will lend an adorned potted plant or two to a careful person to convey it to the Church, if it is safely returned. A well-known Church fills up the altar at Easter time by sending around a wagon to the houses of members who loan potted plants over Sunday. Of course, some one must see that the building is kept warm and that the dirt is well moistened. Many florists will even permit flowers to be used in this way if they are thus cared for. Some of them will at certain times, when well stocked and while trade is low, donate buds and blossoms.

Social Plans for Young People

FLOWERS MAKING FRIENDS.

The Social Committee may arrange to give every attendant at the Church service on some unannounced night a flower, which may be fastened on a card on which is printed an invitation to the Young People's meeting, or else a verse of Scripture or poetry, full of cheer and hope, that exactly fits the very flower that is presented. The flower gift might be arranged as a surprise to the pastor. It will make the audience feel good and happy. It will bring the strangers back again and tie all closer to each other. The older people will feel grateful to the young folk for this general help to the regular service.

PRESENTING FLAGS.

Many States will no longer permit any kind of printed matter on flags. Where it is allowed, inscribe the name of the Church or of the young people's organization on a tiny flag, and present one to every member of a Sunday audience, nearest a patriotic holiday. If, however, the printing is not allowed, supply the flags anyway. People will carry them home as a reminder of patriotism and of the Church that presented them. Dr. Roberts, of Denver University, suggests that the local Church design its own Church flag, though it be a simple white one, and print the name of the Church on it.

Work for Social Hearted Young People

LAWN-IMPROVEMENT CARNIVAL.

The young people's organization ought to have a great deal of pride in keeping up the looks of the lawn and lot about the Church. Make arrangements some Saturday afternoon to thoroughly clean and beautify the Church grounds. Great fun and sociability can be created, while lasting results would show themselves in the improvements. The young ladies come to the Church to advise and assist in light tasks. At the supper hour they prepare a dainty, appetizing, satisfying meal. The young men arrive by two o'clock with shovels, rakes, and hoes, and uniformed in old clothes. With twenty diligent, earnest workers of this sort, spurred on by feminine eyes, a wonderful transformation can be wrought. Baker University in this way insured the building of a new gymnasium after the old one had burned down, when it was impossible to get laborers enough to remove the ruins rapidly. Many colleges have thus beautified the surrounding campus. The joy of working together creates friendships, and the hearty happiness of eating in a crowd after a hard afternoon's work will not soon be forgotten. A Church with dirty or scrappy surroundings advertises itself as having a sleepy membership.

RECOGNIZING CHOIR SERVICE.

Volunteer choirs deserve much credit and ought to have large encouragement. It takes hard and faithful

Social Plans for Young People

work to prepare for every Sunday. Plan to give the members a reception. Collect expressions of appreciation from individuals, and have them typewritten, so that each member can have a copy. Ask the Official Board to pass resolutions. Give them badges that may be preserved. If the affair is annual, make every one different, so that old members may have something to store away. Perhaps, if an unusually good service has been rendered, a fund may be raised to give each one a cash present, or a beautiful book that deals with hymns or music. The Central Presbyterian Church, Denver, one Christmas gave each member of the choir a five-dollar bill.

RECEPTION TO NEW CHURCH MEMBERS.

It is well for every Church to set as a mark a fixed number of new members to get into the Church by a certain date; *e. g.*, on June 1st the pastor announces that effort will be made to have twenty-five new members by October 1st. This will set every one to work for this goal, and a spirit of enthusiasm will be engendered. When the number is reached, the Young People's organization may give the new members a reception. Have the Social Committee send each new one a neat badge, with a request that it be worn that evening. Then every one can recognize them and be able to see that they be treated as guests. Have the oldest member in the Church speak a word of welcome. Have the Junior Choir sing a song. An old-fashioned

Work for Social Hearted Young People

Methodist shakedown will not be amiss. At least it may be well to gather the new members at the front, and while a young people's chorus sings "Blest be the Tie," have the others pass along and shake hands with each one. The Church will appreciate this assistance, and the Young People's organization will be called to the attention of all. Several features may be employed to feed loyalty to the Church at the above-mentioned reception. Have a blank piece of paper, on which is written "Joining the Church." Ask each one to make as many words out of this sentence as possible, and hand in the lists. Have judges to examine them and see who has written the most words. Have a series of questions about that particular denomination, and pass them around, to see how many each can answer. In this way no one is embarrassed, since only the names of those who have correctly replied will be given. Cut up a picture of the local Church into six or eight pieces. Pass these out, and have the groups form by fitting the parts together. When the group has formed, ask it to write all the group knows about the local Church. Each one will know something, and the whole will form an interesting story of the Church, which may be read. It might be well to have a display of old books that are in some close way related either to the local Church or to the denomination in general; *e. g.*, an old Discipline or hymnal, or an ancient record of members, or some old set of minutes of the Official Board. It would also be wise to encourage the Church his-

Social Plans for Young People

torian by asking him on that evening to make a display of everything he has collected. Have some kind of souvenir to be given at least to all of the new members. A button with the picture of the church on it, or a *passe partout* picture of the church, that might be hung up, will be apt gifts. If not too costly, it would be fine if the liquid refreshments were served in a cup marked with a picture of the church, which each "guest" would be permitted to take home.

ENCOURAGING THE JUNIORS.

The Senior organization should by very many practical methods keep in closest touch with the Juniors, for the best future workers will come from this organization. Once a year give the members who have made a certain record for attendance, or study, or order, or all of these, a banquet. Make it formal and dignified, with regular courses and menu. Invite the Junior Cabinet to meet with the Senior Cabinet once in awhile. Have a regular visitor, who will attend Junior socials and help them have a good time. Juniors like to have Seniors play with them. Purchase badges for all the members who meet certain requirements. Print the name of the superintendent on all Senior matter, and at times print the names of all Junior officers. Provide them cards to be marked with credits for Church attendance. Arrange a banquet for this class. Make every attendance count as "two" cents. If they have been present every Sunday during the year, the banquet

Work for Social Hearted Young People

will cost them nothing, but two cents must be paid to the Banquet Committee for each absence. Twenty "present" marks will be necessary to be admitted at all.

A HEARING FOR MISSION STUDY.

The Mission Study Class of the High Street Methodist Episcopal Church of Barberton, Ohio, gave a very attractive and fun-creating social at a fine private house in the fall, before organizing for the new year. Great numbers of young people, of course, gladly attended this social. At the close of the happy period the work of the mission study class was explained, and cards were passed out so that as many as desired to join could write their names and addresses. In this way the young people with hearts opened by happiness had the subject of mission study presented in a way that commanded a hearing. Many joined the class who would otherwise have given no attention to the subject. It was one way of "compelling" people to come where they could hear the gospel of missions.

FOLLOW-UP CHRISTIAN LETTER WRITING.

Some regular or appointed committee has been carefully keeping a list of young people who have not yet openly professed allegiance to Christ. Great loss or, at least, the missing of much joy will result if this is not done. Persistent personal following up will usually reach many on this list. At the close of a social given to a limited number of consecrated disciples, propose a

Social Plans for Young People

letter-writing half hour. Provide appropriate stationery. If possible, assign the name of some young person who is open to conviction, to three or four of the company who know him, or her. Put the three or four who will write to the same person, at different tables, and request them to put into words hearty interest and a warm plea to this particular person, in the hopes that he, or she, may choose Christ. If located at different tables, they will not be likely to use the same line of thought, and there will be no evidence of a common model. Three or four people writing to different individuals may, of course, sit at the same table and make suggestions to each other. This plan will insure two, three, or four letters to one person, all of which deal with personal religion. Few hearts will long stand against such a united putting of appeals. Interest, prayer, and attention will likely follow the letter. Three people will be thinking about a particular one. Of course, the work must not stop with the letter-writing. It will be well for these three to continue to pray, plan, call, and talk with the individual until a sheaf is gathered. The same company may give themselves to writing letters to various sorts of folk. There are always some sick people who would enjoy a fresh message from young people. Every town has a few shut-ins whose hearts warm under the influence of interesting personal epistles. We can never do too much for the old people. They take special delight in receiving attention from the young. It is common to

Work for Social Hearted Young People

criticise public officials. Suppose these letter-writers send out a bunch of commendations to some public official. Twenty letters to five different officials, requesting that the saloons be closed on Sunday, would strike in. Other objects will suggest themselves. The Anti-Saloon League has accomplished wonders by rolling in on the members of the Legislature great batches of letters and telegrams at critical times. The faithful Sunday-school superintendent would be greatly gladdened by fifteen or twenty appreciative notes. Letter-writing can work wonderful miracles if properly directed and freighted.

CAPTAINS AND GROUPS FOR SPECIAL FUNDS.

Grace Church Epworth League carried through a very successful plan to secure money for the purchase of a piano. The pastor and president selected ten tried captains. The twelve gathered around a supper table to complete their plans. Each captain selected nine assistants. It was decided to give a concert, for which twenty-five cents admission would be charged. It was evident that, if each captain saw to it that his company sold one hundred tickets, enough money would be insured to make the purchase. This would only make it necessary for each individual in each company to sell ten tickets. The president stirred the captains. The captain stirred the members of his own company. It was agreed beforehand that the members of the company which sold the most tickets should have their

Social Plans for Young People

pictures taken in a group and hung in the League-room over the title "Boosters." Every individual who sold twenty-five tickets was to be photographed in another group to be hung in the League-room and properly named. A few merchants offered rewards for the most tickets sold. A gold watch was given as the first reward, and a silver watch for the second reward, and so on. The contest ran three weeks. Every five days the captains gathered around a supper table and discussed progress, and adjourned in time to meet evening engagements. In this way the success of one certain captain spurred another to redoubled efforts. Several individuals started out with the purpose of securing the watch. Each captain was unwilling to stand at the end of the list. All groups undertook to reach the coveted goal by being the best. The result went beyond expectations. About fourteen hundred tickets were sold, and that, too, without drawing heavily on the members or without the Church even noticing the money-raising. The young people were set to work and were thoroughly warmed with enthusiasm. We discovered several unusual leaders and developed a few remarkable workers. The whole company recognized that they could do something, and this gave them courage. It raised money, it gave the young people a good time, it brought the Church prominently forward, and it vitalized the young people's organization.

GATHERING "CLOTHES" SOCIAL.

Socials come into every department of young people's work. It is easy to neglect fine opportunities for doing good. It may be that some young man, a member of the local Church, is trying to work his way through school. A partially worn suit of clothes or an overcoat will save him a cash expenditure and enable him to remain in school, when otherwise he would be compelled to drop out. There are always deserving people who are compelled to stay idle because their shabby appearance gives them a poor bearing at the place they apply for a position. Other folk, through no apparent fault of their own, are compelled to shiver through the winter for the need of clothes that are stuck away in attics or trunks in Christian homes. Many impoverished sick folk would get an appetite and strength if a glass of jelly or a jar of preserves were used to tempt them. Near-by hospitals could do much more effective work if canned and preserved foods were placed at their disposal. City missions would grip tighter the hearts of their neighbors if a bundle of usable clothes or a collection of eatable dainties were placed in their hands at frequent intervals. A "Help Others" social can be made very attractive and will command and draw the people's attention. Make the price of admission a glass or a jar of fruit, or a bundle of mended and not over-worn clothes, or something of this sort that can be employed in practical aid to the needy. It

will be instructive to exhibit these things. Some Sunday-schools no longer give Christmas candies and toys to their scholars. Instead, they create larger joy and more enduring happiness by arranging for the children to bring provisions, clothing, and money, to be sent to the poor. We must teach economy along with other lessons. If practical use is made of things laid away in uselessness, it will be much like taking the talent out that has been wrapped up in a napkin.

FAIR REST-ROOMS.

The day of county fairs is not altogether gone; it is rather on the increase. In many places carnivals and street fairs have sprung up. The saloon and other sinful attractions make large preparations. There is a big opening for young people's organizations to take a hand in caring for the crowds. The Christian Endeavor Union of Des Moines provided and made attractive a large rest tent at the State Fair in that city several seasons. Three hundred rested, and over a thousand registered during one week. Such a plan saves many from saloons and similar temptation, and also wins gratitude from beneficiaries. An empty store-room may be provided during a carnival, for the same purpose. If possible, secure members who will be willing to be on the streets with a large badge labeled, "I live here; ask me." The young people's badge or name may be worked on it too. It would not be a bad plan to provide some sort of a tasty souvenir to

Work for Social Hearted Young People

be given to the visitors. A button holding the picture of the church would be sought after and would bring Christian facts vividly before the mind. This is social work, because it plants good feelings for the Church's religion that often leads to uplifting friendships.

. VOLUME OF BIRTHDAY GREETINGS.

The Denver Methodist preachers always call in a body on Bishop Warren at the time of his birthday anniversary. At one time it was desired to prepare an appreciation that would be valued. A committee procured prepared paper from the printer, and sent a sheet to every Methodist minister in Colorado. Exact instructions were enclosed with it, requesting the recipients to write a brief greeting on one page of the paper, within certain bounds, or lines. Pasteboard covers carried the paper and brought it back. Nearly two hundred ministers obeyed the instructions definitely enough to make it possible to put their productions into the plan. When all the greetings had been returned, they were gathered, numbered, and indexed, and bound into a beautiful volume, which was presented to the bishop at the birthday reception. This volume contained the greetings of two hundred ministers in their own words and handwriting. It was valued beyond computation of dollars and cents. A similar plan can be used by the young people to cheer many sorts of Church leaders who are carrying heavy burdens. The Young People's president, the pastor, the Sunday-school

Social Plans for Young People

superintendent, the city mission leader, the college president, the local bishop, or many other people of this sort, would highly value a book of greetings gathered from their friends. While this costs time, it furnishes the most effective heart-medicine known.

POSTAL CARD SHOWER.

Suppose you have a very faithful and hard-working Young People's organization president, or a pastor who is especially in need of cheering up, or there is an old saint in the community who has done much to make the Church a power. Try a postal card shower on him. Get the members to work it as a surprise. Get about twenty to agree to write to three distant friends a request that they send a postal card distinctive of their own town and community to the selected party. Time the request, or have them estimate the mailing so that the cards will reach their destination at about the same time. Imagine the surprise and the good cheer which will come from sixty or seventy-five postal cards coming from all over the United States in one or two mails.

SUPPER FOR CITY UNIONS.

The Kansas City Epworth League Union, under the presidency of Rev. H. A. King, evolved a winning plan. In the cities it is difficult for the young people to get out to their homes, eat, and get back to an evening meeting, often a long way off. Even if it is possible,

Work for Social Hearted Young People

the added exertion on top of a wearying day will often cool enthusiasm and decide one to stay at home. The Kansas City Union arranged to serve supper at the Church where the rally was to be held, so that the young people who must travel a long way did not need to go home. A small charge is made, to cover the actual expenses. The plan proved attractive from the first, and a large number came for supper. The rallies were in this way made a regular success.

SECURING NEW MEMBERS.

No young person must ever fail to get a good and well-enforced chance to join the Young People's organization. Every member needs, at least once in awhile, to have enthusiasm stirred for the organization. Different contests for membership will frequently accomplish this result. The old plan of dividing into groups with badges of different colored ribbons, and several different points to count in the contest, is a good one. Many organizations have more than doubled in this way. Some, however, find objections to it. It is good to pit the different committees against each other to get new "joiners." It will help to solidify and individualize them, and this may result in better work in other lines. Offer some sort of a badge or a banner to be given to the committee, each month, that brings in the most new members. It may be possible to provide neat badges, marked "Winner," to be given to the individuals forming the committee. In this way the contest

Social Plans for Young People

may run through the whole year, and be renewed every month.

PROVIDING BADGES FOR MEMBERS.

Great good can be done by encouraging the members of the Young People's organization to wear badges designating the fact that they are members. It will enable strangers to recognize common interests. Lodge members make large use of the badge, hand grip, and password to bring together people who would otherwise be unknown to each other. If the organization can afford it, purchase badges and present one, without cost, to every one on receiving him or her into the membership. The Methodist Brotherhood charges one dollar and ten cents initiation fee. This furnishes seventy-five cents for the badge and pays the first month's dues. The badge is presented at the time the member is initiated. All Young People's organizations would do well to imitate this plan. If, however, this is impossible, the social chairman should keep on hand a good supply of badges and let the fact be widely known, so that members could easily purchase them. By some means or other the social committee should see to it that every member wears a badge. Nothing will better aid in forming valuable and abiding friendships.

PASTORS PRESENTING BADGES.

The pastor may surprise the Chapter and plant a reminder of himself and his Church near every member

Work for Social Hearted Young People

by presenting the members with the Epworth League or Christian Endeavor button. The name of the local Church can be added to a very neat celluloid button manufactured by the Whitehead-Hoag Company, Newark, New Jersey. The expense will be trifling. It is a great thing to have each member wear a designating button while at work or walking on the streets. It puts him on his guard and advertises Young People's organizations and their cause.

CHAPTER IX.

Harnessing Enthusiasm to Practical Problems by Directed Socials.

POSTED people give prompt backing to worthy causes. Church collections are often poor because facts are not planted. Dr. Shailer Mathews claims that recent civic reforms are due to past training in the Sunday-school and Young People's Societies. Many retiring pastors leave a financially educated Church behind them. It is easily possible to employ the social life of the young people to inform them so that they will push pressing problems potently to an early solution.

The Church must do literal and systematized "Good Samaritan" work through the Christian hospital. The soul is easily reached while the body is healing. The rum demon is being downed by the Anti-Saloon League. Christians alone are able to effectually save the Negro. Leaders in the revival that gave us modern Protestantism started prison reform. The Juvenile Court will be a failure without Christ's gospel and disciples. We must be good to the "old folks," and learn gratefully from the past. When the Church makes itself

felt in public affairs, civilization and righteousness will advance. It is too easy to criticise. Commendation counts more than condemnation. Public officials have a good many thorns with their roses. Money-getting and spending is a living question. Vacations prolong life; they may be wasted. All of these and scores of other questions front us on every hand. Young people are not afraid of them. If put into the hands of Christians, the outcome in each case is assured to be as near the right as the day makes possible. Let us, then, plan to hitch up youth's warmth and "go" to every possible task before us.

HOSPITAL STUDY AND EVENING.

Roman Catholics have shamed the Protestants in their laudable effort to plant Christian hospitals in every community. Other Churches are now arising to their possibilities along this line. The Church young people should encourage the effort by every available means. Money, provisions, flowers, should be regularly furnished. An information-giving program will plant a supporting interest. Plan the "hospital evening" so that it will be the best of the year. Assign some one to study the origin of the hospitals. It will be discovered that where Christ is unknown this helping institution never comes. Missionaries immediately plant healing homes. Infidels have never yet started a single one. No charitable free beds exist outside of the religiously founded or managed institutions, unless it is

Social Plans for Young People

publicly supported. A profitable inspiration will come from a study of the religious orders that back hospitals. The great deaconess movement is making Protestant institutions possible, when before they were impossible. Women are developing magnificent ability in this work. An experienced hospital nurse or matron can relate incidents that will show the wide-spreading usefulness of hospital service. No more fruitful field opens for evangelistic success. The sick people are always heartily grateful to those who minister to them in their pain. When consecrated folk are willing to give their lives without cost, in the way the sisters and the deaconesses do, the Church ought to be glad to pay the necessary bills. The Young People's organization may frequently start a movement that will result in a local hospital. In this practical day many moneyed men are willing to invest in institutions that render relief that is so evident. It oftens requires only a leader. A small start usually leads to larger things. Hospital work is a literal carrying out of the Good Samaritan activities.

ANTI-SALOON LEAGUE AND TEMPERANCE.

If we will keep shouting, pushing, and working, it will not be many days before the deadly saloon is banished from America. Our Southern friends are giving us courage and example in the magnificent work of eradicating this American curse. We, however, dare not stop the education of people along temperance lines.

Harnessing Enthusiasm to Practical Problems

When the saloon element lay prostrated in Kansas, people imagined that the battle was won, and ceased their activities. Soon the illicit "joint" sprang up, and the State was again in the hands of the liquor forces, to a large extent. Recent inspirational information has enabled the State to once more shake off its old enemy almost entirely. Temperance results are not secured by hot wind. Sentiment is created by real facts, and not simply by vituperating the saloonist. Spend an evening in the study of the modern temperance movement. Some comparatively young people still remember seeing and hearing Neal Dow, the first prohibition advocate. John Wesley even defended the drinking of beer by the preachers. Less than fifty years ago whisky was purchased for the Churches in New England when they installed a new pastor. The first total abstainers' society, the Washingtonians, was organized in 1841. Education has now gone so far forward that the largest institutions require total abstinence from their employees. Even liquor firms insist on their responsible men leaving their product alone. Finest families recognize that it is poor form to serve it on the table. Study the history of Abraham Lincoln along this line. It will be remembered that early in life he signed a total abstinence pledge, which he kept until death. The modern Anti-Saloon League is one of the most promising movements the country has ever seen. A card to its general superintendent, the Rev. Perle A. Baker, D. D., Columbus, Ohio, will bring valuable in-

Social Plans for Young People

formation concerning its history, plans, and outlook. Maps are now plentiful which exhibit the rapid spread of temperance sentiment over the United States. An address by a trusted physician or teacher illustrating the physical effects of alcohol will add purpose and value to the whole program. No more intensely interesting meeting can be planned than one which will deal brightly and intelligently with this subject.

“FRUICE” FOR PUNCH.

Some months ago the Nebraska Woman’s Christian Temperance Union ladies decided that it was not wise for Christians to call their fruit-flavored beverages prepared for receptions and entertainments by the same name which the world crowd called their preparations which contain alcoholic enlivener. They offered a reward for the best substitute name for “punch.” After careful consideration they awarded the prize to the word “fruice.” It is a good one; use it.

THE NEGRO PROBLEM A STUDY.

Some evening make an interesting study of the Negro problem. Large fields of information are open to the investigator. The question presses hard upon us for solution. One class insist still that the Negro can never rise to the plane occupied by full-fledged humans. A prominent business man in Richmond, Virginia, recently insisted to me that a Negro’s skull grew together

Harnessing Enthusiasm to Practical Problems

at seven years of age. There was no more possibility of development. He argued that they were always to be constitutional menials. "Leopard Spots" argues from the same standpoint. Another class positively disproves these theories by reference to the work of great charitably supported schools for Negroes in the South. Booker T. Washington offers a fine subject for a paper. Bishop Scott, a colored man of the Methodist Church, was educated and so reached his elevated position, while his brother, equally bright, received no help from Freedmen's Aid school, and so remains a Pullman porter. Various instances of marked ability can be gathered, all furnishing food for thought. A brief description of the history and work of the Hampton Institute and similar schools will light the way to success. The result of prohibition in the South on Negroes will also gladden the hearts of people. Religious work of a sane quality will easily stand out as the only and full panacea. Bring in local colored men of education and standing to present their side of the case. Arrange a debate that will specify some method of solving the Negro question. Introduce novel and suggestive refreshments. Have a Negro "auntie" bake pancakes, to be sold at ten cents a plate, with syrup furnished free. Request all comers to wear a red bandana handkerchief around their neck. Have the waiters (or those who serve the people) dressed in Negro style, with blackened faces.

Social Plans for Young People

PRISON INTERESTS.

The study of prison reform is very interesting and will afford a fine opportunity for a stimulating and informing program. Trace the progress of civilization in the lessening of the death penalty, and discover the cause. Notice the work of the early Oxford "Methodists" in easing the condition of near-by prisoners. Emphasize the work of Fleidner in Germany after he had been aroused by the work of Elizabeth Fry in England. Notice the peculiar coincidence that out of this came the great Modern Protestant Deaconess movement. Picture the conditions of solitary confinement, the state of those compelled to be idle. Study the new treatment of prisoners; *e. g.*, have a description of the California method of giving the better prisoners a more attractive and varied menu. Picture the terrible facts that the majority of the criminals are under twenty-one, and that the criminal life seems to fix itself on them. Conclude by showing how difficult it is for an ex-prisoner to get employment or to make a new start because of universal suspicion and the surveillance of the police. Determine to assist some worthy organization whose purpose it is to help them.

JUVENILE COURT STUDY.

The Juvenile Court work offers a field of unparalleled warning and interesting information. Try to discover why it is necessary now, when our fathers did

Harnessing Enthusiasm to Practical Problems

not need it. "Is child criminality increasing?" Recognize the new conditions that face us. It will be interesting to prepare a history of the modern movement. Judge Lindsey's life will help us to understand his work. A comparison of the laws of various States may lead to suggested improvements locally. Get an expert to explain the cause of juvenile delinquency. It will be surprising to discover that Christless home-life, even in respectable houses, is usually to blame. Write letters to two or three different judges, and ask them how the Church can help the Juvenile Court. New and telling work may be discovered for the Mercy and Help Committee. Close the whole study by emphasizing the need of kindness and fairness in all dealings with boys and girls on the streets, and even at home with the younger brother.

"OLD FOLKS" AT CHURCH.

Young people must never miss the blessing of being kind and attentive to the old folk, for whom special service should be arranged for with the pastor. Plan to decorate the church carefully. It might not be out of place to fit up one corner of the audience-room like the old houses were furnished. Build a fireplace, and place a rag carpet and a spinning-wheel and an old, big-armed rocking-chair. Be sure to find all the old people that will come to the service. Send the happiest young people after them with easy-riding carriages. Suggest to your pastor that the service be as short as

possible, as they will weary quickly. Think, pray, and plan to make this a sunny day in their memory. Follow it up by calling at frequent intervals on them with flowers and with a company who will sing afterwards.

HEIRLOOM AND OLD-TIME CURIOS.

It is well for people frequently to be made conscious of past progress and future possibilities. The world sometimes seems to move slowly. Everywhere, when we compare to-day with yesterday, advancement is bound to be recognized. Old things are as interesting to us as the present were to our fathers when first predicted. Nearly every one has some kind of a curio in his possession. It belongs to an ancestor, and was used regularly. It may be an old lard-lamp, or a steel flax comb, or a hand-made clothes-pin, or a button worn by one of our Revolutionary fathers. It is impossible to go into a home without finding something of this sort. Suppose you announce a curio social. Request every one to bring a family heirloom or an interesting relic of other days. It will then be the duty of each one, at a given time, to tell another person all he knows about this particular thing. This can be done in couples. The lady first telling the gentleman about her curio, then the gentleman relating about his. After awhile it may be well to have the people exchange curios and see how much they can remember about what was told them. This can be conducted like a

Harnessing Enthusiasm to Practical Problems

conversation circle. Two minutes are given, and then the gentleman moves up to the next lady. It is easy to tell about something that belongs to us. People who do not open their mouth often will be led to do so in this way. A collection of curios of all sorts might also be shown the same evening. Have an old settler tell stories of progress. For example, Western early-comers traveled in sheet-covered wagons. Our fathers went out to watch the letters fly along the telegraph wires when they first heard that messages were to be sent by wire. Some old person telling us about his boyhood days would make the present look like a fairy dream. Ask some one else to read a prophetic paper. He could predict the coming of wings until they were as common as automobiles. He could weave in both fun and fact. Such an evening would be rich in profit and full of interest, as well as alive with fun.

RECEPTION TO SCHOOL TEACHERS AND BOARD.

Give the school teachers of the town a reception. There is no class of people anywhere who are doing a more important work for the future. It is also probable that few get so little encouragement and must stand so much unfair criticism. They need cheer, and they need to have the relation of religion and the Church to education frequently emphasized. It can not be better done than by treating them nicely and being good friends to them. They are important enough to deserve a reception, and they are big enough to profit by

Social Plans for Young People

it. Invite the School Board, and have one or two of them make speeches. They may be willing to tell some of the difficulties they meet in selecting and employing teachers, and in laying out the course of study, and in making the rules to be enforced. Get two or three of the teachers to speak. Let them retail a few of their problems and difficulties, and make suggestions as to how parents and Church workers can help them. Begin, of course, with a cordial and "praisy" welcome address. Have some one tell in a clear way how much we are indebted to and depend upon the teachers. Saturate whatever program is given with the feeling of good cheer and heartiness. Have unique refreshments and apt "favors." Let them see that the Church young people are wide awake and up to date. Make it a real event worth talking about afterwards. It can be given annually near the opening of the school. Be sure to have the parents there. It will be wise to invite and arrange for the children to stay away. Free talk and discussion is impossible if they are present.

RECEPTION TO MAYOR AND COUNCIL.

The Church may influence the city by other means than the one open on election day. Many religious reformers conclude that voting is the only method for advancing civic righteousness. To this class defeat at the polls means loss of opportunity until another election. If we can not get all we desire, effort should be expended to secure all that is possible. It is not neces-

Harnessing Enthusiasm to Practical Problems

sary to approve an official's theories and actions, to be friendly with him. The bad element throw their influence around all in authority. Good influence will be as effective in upbuilding as bad is in tearing down. The Church and its representatives should early acquaint itself with the "powers that be." The Young People's Society usually has a good Citizenship Committee. Too frequently they expend all time and strength in finding the bad things city officials do, or in making requests for improvement. A pry for a moving lever is formed by discovering commendable things to approve. Every office-holder does at least a few good things. It is better to build up from this point than it is to "knock" the whole administration. Soon after election arrange a reception to the mayor and city council. Invite political leaders from both sides. Have a level-headed Churchman propose a few improvements the Christian people would like to see brought about. Request the mayor to tell some things he hopes to accomplish. Endeavor to have as many Christian people present as possible. Do not limit the invitations to the local Church. Plan some way by which every one of them shall meet the mayor and his advisers. Make the acquaintance so clear and complete that when they meet on the street each will know the other. This will emphasize the fact that literally the eyes of good people are on the mayor. As he passes them on the street in the future, he will read approval or condemnation of his actions in their faces. He will

Social Plans for Young People

hunt the first, and avoid the second. Details must be carefully arranged to make this an attractive and effective reception. It might often be best to leave civic affairs out and only give cordial greetings to his Honor. The printed program should be novel and worth preserving. The committees must be well organized and brotherly. Every speaker will be warned against injecting pertinent politics or personal prejudices. Give the city officials a happy reception. Old memories will be stirred, moral backbone will be developed, and future righteous fruit will be insured.

PARLIAMENTARY DRILL.

Ask your pastor or some well-trained person to take the chair some evening and give a drill in parliamentary tactics. It can be made full of interest and profit. Have some one introduce a ridiculous question, and have another try to make a point of order. Then another adds an amendment or a substitute. At this very moment some one else may move to adjourn. Each time the chair makes a ruling he gives the rule or reason which guided him. He may also suggest the proper way if a mistake is made. It is well to be posted in these things, for one can never tell when it will be valuable.

THE SUBJECT OF RICHES.

The whole problem of wealth can be considered in an evening program. Study the biographies of a few

Harnessing Enthusiasm to Practical Problems

rich men. Inform the essayists that they are to consider the morals of both the men and the methods they employ. Invite a fine sociological teacher to discuss the question whether an honest man can in one lifetime gather a great fortune. Another paper might interestingly deal with the study of the origin and history of some one great fortune. For example: Vanderbilt started his by boating; the Astors laid their fortune foundation by purchasing city property and keeping it, etc. Ask the pastor to discuss the question whether it is wrong to desire to be rich. Request him to give information about John Wesley's ambition, and how nearly he reached it. The whole company could write on slips of paper an answer to the question, "Why I desire money?" Or, "What I would do with great wealth if I had it." Preserve these answers, for some of the young people writing them might forget about it in the days when real opulence comes. A debate could follow this program on a question, something like this: "*Resolved*, That poverty has done more for morals than riches." A long line of evidence can be gathered for both sides.

SPENDING MONEY.

Request a number to state what they would do with a dollar if it was given to them at that moment. Ask others to describe their use of one hundred dollars if it were presented. A few more might be asked to tell the company what they would do with ten thousand dollars if it were suddenly willed to them.

Social Plans for Young People

SIDES COMPETING IN EARNING DOLLARS.

It is common to hold "dollar experience" socials. People tell what they did to earn a donated dollar. Much money has been gathered in this way. A valuable feature may be added. Rivalry between two sides should be started. Appoint captains, and have them choose sides. No one is allowed to bring in more than a dollar, and that must be actually earned in an unusual way by the individual bringing it. Check up the sides, and see which one has the most individuals bringing in a dollar each. Invite three disinterested judges. After each person has told his story concerning the method of getting his dollar, let the judges choose the best one from each side. The "sides" may prefer to elect their own representatives. A jury is then chosen. The two representatives select lawyers. A judge is put into the chair. The lawyers, by witnesses and through cross-examination of the client, strive to prove that his side earned a dollar in the most original and striking way. After the case is all in, the jury decides which one deserves the most credit. Such plans develop business ability and gather a large sum of money without working a hardship on any one.

VACATION FUNDS.

The English Wesleyan Young People are employing a very practical aid for those desiring a vacation. Early in the winter a group of people who wish to

Harnessing Enthusiasm to Practical Problems

spend two weeks at some desirable vacation-giving place, meet and organize. Usually none of them are flush financially, and can reach the goal in sight only by putting apart a little money each week. When the twenty or more forming this group have organized, they at once investigate various suggested vacation points. In three or four weeks they have heard the evidence, and then are ready to decide. As soon as the location and the time is settled the treasurer receives weekly contributions, which are to be safely guarded until needed. If twenty people pay in fifty cents for twenty weeks, two hundred dollars will fatten the common purse. This will usually furnish two good weeks of a happy and restful time if the company get together and do not demand extravagant provisions or a long journey. Many are thus enabled to secure a needed rest who would otherwise not get it. The social department should father, back, and encourage such movements. Everlasting gratitude will pay for the effort along this line. If the company going out is thus nurtured, it can be heartily Christian in its purpose and doings. A spiritual atmosphere will be felt in the vacation that will make it easy for the glad hearts of the company to turn with gratitude to Christ or even for the first time to make a place for Him as a life guest.

RUBBER FACTS AND COLLECTION.

An energetic Young People's Society had a "Rubber" social. Papers about the discovery, growth and

Social Plans for Young People

manufacture of rubber were read. They prepared a list of things for which it is used, and distributed one to each person, who was to announce the article and tell either something about it or an experience it suggested. Pictures of the rubber tree can be distributed as favors. Taffy can be made and pulled. "Jello" and similar compounds may be used to prepare the refreshments. Each one attending the social brings all the old rubber he can find or solicit, and this is sold and the proceeds used for some special "charity work."

FRUIT DONATION AND EXCHANGE.

Small Churches with town and country memberships might assist the housewives as a feature of a social. Suppose the purpose of the entertainment is to secure canned fruit and jelly for the hospital or the Deaconess Home, or a similar institution within the Church's territory. Ask each to bring one or more jars to be donated. Announce that trading will also be arranged for. One good "frau" has more canned cherries than she desires to use. Another house-keeper has more canned strawberries than she wants to use. The first will bring five cans of cherries to trade with the other housewife, who has more canned strawberries than she can use. The Young People's organization must, of course, make some money out of the exchange, and so charges everybody five cents a jar for acting as agent. The "charge" feature may be omitted when each one is expected to bring one or more

Harnessing Enthusiasm to Practical Problems

jars of fruit as a donation. The "exchange" would then simply be an attraction, and no one would be allowed to utilize it except those who donate some kind of fruit.

FURNISHING A HOUSE.

Furnish a house by the two groups, in order, naming different things that can be put in it. When one group fails to name, the other chooses regularly. Furnish a church, a store, a carpenter's shop, a ship, a lawyer's office. Take up anything like this, and furnish it by telling what is needed. Every one can then be reached and use their fund of information.

SHEPHERD AND TRADES.

The "Shepherd" game is played in many ways. The following is the one suggested. The sides are chosen, and a shepherd over each one is appointed. A person not playing the game assigns some "active trade" on a slip of paper to each one. The shepherds go to the opposite side, they ask a question, and the one interrogated must answer by giving something that the trade he represents requires one to do. If the shepherd can then guess the trade, he has won that particular individual to his side. When he has won five people he is entitled to an assistant shepherd, who goes along the line with him trying to guess the trade of the people. The shepherd and his assistants keep energetically at work until they have won the opposite side. The shepherd first doing this is, of course, the champion.

CHAPTER X.

Miscellaneous Pleasure Provokers— Suggestions for Refreshments— Various Guessing Lists.

PLEASURE critics are common. It is easy to be over-cautious. We have a right to use harmless aids, which, if wrongly employed, might be harmful. Mirth-creating jokes and tricks, with no poisonous sting, are quite permissible. Hence I have ventured to give a few of this sort here. I do not give them carelessly. They have been tried in all kinds of company through several years. They have never failed to awaken a statue-like company and to start a heartily happy evening if well followed up. They fit old as well as young, college as well as factory folk. There have never been any bad effects. Church crowds vary so widely that plans broad enough to reach all classes must usually be employed.

Refreshments are a requisite in every sort of a social gathering. It is useless to decry the fact. Much interest and pleasure, as well as friend-making, can be secured by unique methods. It is foolish to make them

Miscellaneous Pleasure Provokers

elaborate or expensive. Ingenuity and originality count more than quantity and cost. There is no reason why the "Society" crowd of the city should get up the most striking features. The Church is entitled to the newest and best. It is well for the individual working for Christ along social lines to have dozens of unusual smaller plans in reserve for the dragging and breaking places in a social. A tiny book always in reach should hold these "fill in" suggestions. Nearly every social requires some genuine pleasure-provokers. If they are thought out by Christians, glad gratitude will turn towards religion.

SMALL FRUIT AS A CLUE.

TRICKS are arousing because they set every one to watching and thinking closely to discover the clue. There are so many good ones that it is almost presumption to name any. Select an alert confederate, and, sending him out of the room, ask the company to name an article which is not present in the room; for example, they select an apple in the State of Maine, or a house two miles away, or the north star. The chief spokesman begins by asking his confederate all kinds of questions. Each time, having been posted, he will know when to say "no." The spokesman always names the select article after naming a small fruit; for example: "Is it a dog?" "Is it a horse?" "Is it a house?" "Is it a pumpkin?" "Is it a cherry?" "Is it an apple in Maine?" The confederate will promptly

say "yes" at the last question. The plan can be varied by naming two small fruits preceding the correct thing. Or a vegetable may be chosen. Or some gem may be named. Many will be sure that they discover the method, and will leave the room for a trial, only to fail utterly.

GUESSING DESIGNATED PERSONS.

There are many ways of arousing the curiosity of people until the closest interest is obtained. The confederate leaves the room, while the chief spokesman remains. As he goes out he notices who of the company speaks the last word. Now the spokesman chooses some one, declares that his confederate can tell who it is. To avoid being caught, he may change them three times on signal, if he has an alert confederate. The first time he picks the person who spoke last. The second time he takes the second person on the right from the last speaker. The third time he takes the next person on the left of the last speaker. When any one believes that he has discovered the plan, permit him to undertake the part of the confederate. It will be still more mysterious if he remains out of the room when this trial is made. The company can then make no charges of a secret signal. After the confederate has closed the door, the spokesman places his hand on the head of the last speaker and calls out for his confederate to give the name. Of course, having remembered the last speaker, he is able immediately to do so.

Is It THIS?

There are many methods of designating objects so that the confederate can discover them; for example: The spokesman points to one thing after another. Just before he comes to the object agreed upon by the company, he puts his finger on two other things, and says: "Is it this? Is it this? Is it that?" "Is it that?" marks the correct object. To complicate the matter, change it every other time, and say: "Is it that? Is it that?" and then, "Is it this?" And then, to still further complicate it, close the first finger over the second when you mean the final "Is it this?" to count.

THE CANE—"Do AS I Do."

There are a great many things that have the air of tricks which drill one in close observation and, at the same time, arouse curiosity and bring the crowd together. Here is one used very frequently. Walk across the room, holding a cane and striking it to the floor, with a good many unusual and impressive gestures. As you do so, say: "You must do as I do, say as I say; 'boots,' without shoes; 'boots,' without shoes." Some one will soon be sure that he can do it. He will, doubtless, try his best to imitate you exactly to the last degree, handling the cane and making gestures just as you did. Of course, he will say what you said, and this will be wrong. You told him what to do. If he does it right he will merely walk across the floor,

Social Plans for Young People

and say: "Boots, boots," and that will be all. You told him to do as you do; and that is, to walk across with the cane, and to say (inferred, as you tell him to say): "Boots," without shoes; and if without the shoes, it would be simply "boots." It will be hard for them to catch this, and there will be much fun in finding that they are wrong when they exactly imitate you.

SPILLING THE WHOLE GLASS.

Announce that you can fix a glass of water so that any one moving it will spill all of it. This will seem impossible. Take a glass and fill it full, then place a piece of common writing-paper over it. This will enable you to turn the glass upside down, without spilling the water, on the table. After this is done, remove the paper carefully, and the glass will be inverted on the table. If any one now tries to move it, they will spill all the water.

MOCK HYPNOTISM.

Jokes that create laughter and hurt no one's feelings are in place at every social. Appoint some dignified person to declare at a specified time that he can hypnotize any one who offers. Of course, some person will be very positive that it is impossible in his case. Select the one most sure that he will not be affected. Use many false trials, so that this positive one will be sure that the claim to hypnotize is poorly grounded. Have

him sit in a chair, and use a stick, undertaking to make him believe it is a red-hot poker. Command him to put a chair over his head. Order him to repeat some silly little recitation. Of course, he will not do it unless forced by the hypnotic spell. As hypnotism is not to be practiced, failure will, of course, result. After many such trials, which make the company incredulous, lead him over to the window. Take hold of his hand, place it against the glass. Wave your own hands over his head, touch him mysteriously, and finally say: "Do you feel a pane?" He will be serious about it, and think you mean "pain," and will indignantly deny that he is suffering. Then in all simplicity you will ask him what his hand is against, and how is it that he has lost the sense of feeling in his hand. When he discovers the point he and the company will have a hearty laugh.

BRIGHT IDEA DISCOVERED.

A "bright idea" contest may also create merriment. A person is sent from the room. The company selects something in sight. For example, they name the end of the brass chandelier. The one outside is then recalled, and the following plan is pursued to enable him to discover the designated object. One of the company declares: "I have a bright idea." The questioner replies: "What is it like?" The answer comes back: "It is like you." This leads to the further question: "In what respect?" and draws out the answer: "Be-

Social Plans for Young People

cause it is ‘dull.’” This is kept up by the different members of the company giving probably such answers as this: “Because it is cheap;” “Because it is brazen;” “Because it is near the light;” “Because it is only ornamental;” “Because it is stuck up,” etc. By putting these various answers together, the interrogator will probably discover that it is the brass end of the chandelier. Untold laughter is created by the comparisons, which are often ridiculous and entirely contrary to the traits of the individual so contrasted.

TEA-KETTLE WORD DISCOVERY.

Some person is sent from the room. The company selects a word that has three different meanings and spellings, though it is pronounced the same way. For example, “rain,” “rein,” “reign.” Select the word, then recall the person in waiting. The company at once begins to make sentences containing one or more forms of the word selected. In this case it is “rain,” etc. Instead, however, of using this word, they employ “tea-kettle.” For example: “When it ‘tea-kettles,’ the driver holds on to his ‘tea-kettles’ if he expects to continue to ‘tea-kettle.’” Of course, it is not necessary to use the word more than once in a sentence. It is here used several times, so that the plan may be understood. It will readily be seen that in each place some form of “rain,” etc., can be substituted for “tea-kettle.” It will be surprising what unusual sentences can be formed and how ridiculous the word “tea-kettle”

Miscellaneous Pleasure Provokers

sounds. It is the business of the appointed listener to discover what word the company has selected. When he does so, the person who by a sentence betrayed it must go out of the room for the next trial.

CORK IN A SQUARE HOLE.

Furnish each person of the company with a board in which has been made a square hole. Give all of them a cork and a sharp knife, and set them to the work to exactly fit the cork to the hole. It will not be easy to shape the round cork so that it will fit. It will look easy, and the unexpected difficulty adds pleasure.

PEANUTS AS JACKSTRAWS.

Peanuts can be effectively used as jackstraws. Take a handful of about twenty, and drop them on the table in a pile. Scatter them as little as possible as they are laid down. It is necessary to pick up one without moving any of the others. Give each individual one trial, in order, and see how many peanuts he can get to eat in this way. Of course, there can be several grouped at one table. The nervous person usually has poor success. It requires steadiness and skill to even get one, unless the pile is badly scattered.

BUYING PARTNERS WITH INCHES AND POUNDS.

Have a good auctioneer dispose of the young ladies to the gentlemen, just before the refreshments are

Social Plans for Young People

served. The ladies are all put into one room, and the gentlemen go into another. The auctioneer comes out and describes some one of the young ladies. He need not be too minute. Only general features are given. Some of the young men will promptly recognize the portraits. The tall fellow will now have an advantage. The bidding begins. Every man is allowed to bid a dollar for each inch contained in his height; thus men six feet high can go up to seventy-two dollars. The short fellow will get the girl nobody else wants, or else he will secure a fine companion because he recognizes a description where the others do not. The plan may be varied in many ways. The bidders may be allowed to use the pounds of weight as the designation of dollars, or the months or years of age may be taken. Anything can be employed about which there can be no discussion. To insure absolute fairness, every one could be very quickly measured or weighed. Sometimes the bidding is preceded, instead of a description by the auctioneer, by some other method of recognition. The girl passes in front of a sheet which will show her shadow. Or the unringed hand is put through the door. Or the nose shows itself through a hole in a cloth over the door. Or the toe of the shoe may be shown. Or the eye, appearing through a hole, might be looked into. Of course, the auctioneer must be tactful, good natured, and witty, and the company cheerful, hearty, and ready to carry out the plan.

REFRESHMENTS.

Refreshments at socials should never be served formally or in an ordinary way. It is a poor policy to make them costly or numerous. Fine interest is added by employing unique methods for furnishing or for paying for them.

ATTENDANTS FURNISHING REFRESHMENTS.

It is not always necessary for the committee to furnish the refreshments. In many of the small Churches they are gathered from a few folk who bake cakes and furnish coffee, milk, and so on. It is interesting to require everyone to bring with them something that can be used for this purpose. At a recent Hallowe'en Social our young people made the following statement in the invitation to the party: "Every couple must bring a pumpkin pie. Every young man who comes without a lady must bring two apples. Every lady who comes without a gentleman escort must bring a sack of popcorn." This was a nobby announcement and caught the eye. The plan provided almost enough to furnish refreshments for the whole company. It was only necessary to buy a few more things. If the demand is stiffly insisted upon, and so understood, practically everything needed will be provided.

CHARGED BY WEIGHT.

Each one may be charged for the refreshments according to weight; for example: Have the scales by

Social Plans for Young People

the door. As a person comes in he is weighed and given a slip signed by the official weighmaster, certifying as to his correct bulk. Then he is compelled to pay one cent for every ten pounds he weighs. It is conceded that the heavy man will eat the most.

STATURE MEASUREMENT.

A method frequently employed is, to measure a man's height and charge him three cents for every foot up to six feet. After this, make him pay two cents for each inch he is over six feet tall.

HATS, SHOES, ETC..

Charge each one according to the size hat he wears, the number of his shoes, or the number of the collar, or even a penny for each year of his age.

ALPHABET REFRESHMENTS.

Have an alphabet supper. Request each to bring something beginning with the letter "a" or the letter "b." For example: "B" would suggest beans, butter, bread, or bananas. Or request him to bring something that begins with the same letter that his first or last name does. If the social is held in honor of some one, let him bring something that begins with any letter contained in that person's name.

NUMBER MENU.

A great deal of curiosity is aroused and laughter provoked by a mysterious menu. Furnish every one with

Miscellaneous Pleasure Provokers

a card holding numbers 1, 2, 3, up to 10. Each number represents something that is to be used for the evening refreshments. For example: Number 1 is tooth-picks; number 4, paper napkins; number 7, plates; number 9, a spoon. Ask each to check six articles that he wants served for his refreshments. Some will in this way secure nothing but plates, spoons, etc. It will be great fun to see what people really order. If another feature needs to be added, put a price after each number. If this deprives some altogether of refreshments, it will be well to then pass around and serve every one all the same thing, in addition to the things ordered.

A MYSTERY MENU.

Dissolved Diamonds. (Water.)
An Oriental Square. (Paper napkins.)
Infants' Delight. (Milk.) Chinese Cheer. (Tea.)
Communication Cordial. (Coffee.)
Crystallized Nectar. (Sugar.)
Pearl of the Orient. (Rice croquettes.)
A Product of the Desert. (Sandwich.)
Cupids' Rations. (Pickles.) Hard Tacks. (Beaten Biscuit.)
Concentrated Odors. (Onions.)
Dyspepsia's Forerunner. (Pumpkin pie.)
Condensed Sweetness. (Candy.)
Small Boy's Stand-by. (Teacakes.)
A Never-Failing Dessert. (Toothpicks.)

FISH POND AND LUNCH BOXES.

Prepare a fish pond. This can be done in various ways. Borrow some boy's game of fish pond, and

Social Plans for Young People

number each fish to correspond with the lunch-box which some young lady has brought. This person will then be the companion with whom the gentleman eats his lunch. Another method is, to use a fish pole and drop the line into a box where there is a young lady who is holding the pole. She fastens to it a bundle which contains a toy or trinket and some designation of the person with whom he is to eat lunch. The young man must then tell why this toy or trinket is an appropriate gift for the young lady with whom he is to lunch. He can do this after lunching, getting her help to work up his story.

MINIATURE ITEMS.

Have all your refreshments on the miniature order. Cut your sandwiches one inch square. Serve tea in doll dishes. Buy wiener-wurst and cut into short lengths, a piece to be given to each person. Close up by presenting the eaters with a little red pepper candy drop. The ideas here are only suggestive. The details can be worked out locally.

BEANS PURCHASING AT A COUNTER.

The old-fashioned lunch-counter causes interest. Sell twenty-five or fifty beans for ten cents. Have every article that is served priced in beans, so that each person can order what he likes.

Miscellaneous Pleasure Provokers

A PENNY FOR YOUR THOUGHTS.

The following plan offers interest and pleasure in a simple way. A penny is attached with a string to a folded card, so that every one can look at it in the effort to answer the questions inscribed on the inside. The questions and answers follow. Of course, the answers are not put on the card.

QUESTIONS.	ANSWERS.
1. A messenger.....	One cent
2. A symbol of victory.....	Wreath
3. A mode of punishment.....	Stripes (in shield)
4. A weapon.....	An arrow
5. A devoted young man.....	Bow (beau)
6. A piece of armor.....	Shield
7. A portion of a hill.....	Brow
8. A place of worship.....	Temple
9. An animal.....	Hare (hair)
10. Youth and old age.....	18, 90 (the date of the penny)
11. One way of expressing matrimony.....	United States
12. A cultivated flower.....	Laurel
13. An emblem of royalty.....	Crown
14. A company of musicians.....	Band
15. A Southern fruit.....	Dates
16. Part of a book.....	Leaves
17. An instrument for inflicting punishment.....	Lashes
18. Something children dislike to learn.....	Letters
19. What the Puritans sought.....	Liberty
20. Three instruments of warfare.....	Three arrows
21. The first to greet Columbus.....	Indians
22. A recess in the sea.....	Mouth
23. A narrow tract of land.....	Neck

Social Plans for Young People

QUESTIONS.

24. Two sides of a vote.....Eyes and nose
25. An empty title.....Name
26. A short distance.....Knot
27. A continent.....America
28. A starting point.....One

ANSWERS.

BIRD-GUESSING CONTEST.

1. A flash of lightning on wing.....Bluebird
2. An act of digestion.....Swallow
3. Thy note from household clock is head.....Cuckoo
4. Of "golden egg" fame.....Goose
5. King of the water, as the air.....Kingfisher
6. Trembling from flower to flower thou goest.
Humming-bird
7. The plaintive cry announces punishment.
Whip-poor-will
8. High their flight and crag their home.....Eagle
9. In your song you give your brief, old-fashioned
namePhoebe
10. Gay in plumage, and equally proud.....Peacock
11. Cooing 'neath barn rafters.....Pigeon
12. Messenger from babyland.....Stork
13. An English emigrant bird of the street.....Sparrow
14. Giant of the desert.....Ostrich
15. Harbinger of spring.....Robin
16. First name of a great religious reformer.....Martin
17. Yellow captive of the cage.....Canary
18. Named after the giant friend it warns.
Rhinoceros bird
19. A flash of white upon the sea.....Sea gull
20. "Jenny" named in children's books.....Wren
21. See my hanging nest on cottonwood tree.....Oriole
22. Red-coated pontiff of Blue-Grass State.
Kentucky cardinal

Miscellaneous Pleasure Provokers

QUESTIONS.

23. Take away my "h," and you number me with the poor. Pheasant
24. Black robber of the corn fields. Crow
25. "The voice of the —— is heard in the land".... Turtle
26. Long ago you frightened Mr. Poe. Raven
27. I sing the songs that others have sung.... Mocking bird
28. Named for the animal that dairies need. Cow bird
29. A country in Europe. Turkey
30. Clack-winged, in crimson roses thou art dressed. Scarlet tanager

ANSWERS.

31. Wingless and tailless. Aptynx
32. Singer famed by thousands. Nightingale
33. A merry brown. Thrush
34. A bird of the night, looking so wise. Owl
35. A country in Africa, and a domestic fowl. Guinea hen
36. The mother hen must guard her brood against thee. Hawk
37. Stringed instrument, by ancients used. Lyre bird
38. You call "meow," and imitate your foe. Cat bird
39. That pouched bill, what shall it fill?.... Pelican
40. I'm always offered cracker. Parrot
41. A color, and a letter of the alphabet. Blue jay
42. Wanderer of the sea, omen of good luck. Albatross
43. "Bob White" you call. Quail
44. My name suggests good coasting. Snow bird
45. A symbol of perfect love. Dove
46. "Came chanticleer's muffled crow.".... Rooster
47. Thou graceful water bird. Swan
48. Largest of the vultures, the Andes its home. Condor
49. Named after man's first earthly home. Paradise
50. Sacred bird of the ancient Egyptians. Ibis

P. S.—This game, with other valuable material, was sent out by Rev. Peter Jacobs, of Silver City, Fourth Vice-President of Iowa State Epworth League. The answers

Social Plans for Young People

are, of course, omitted from the cards delivered to the guests.

A GAME OF TREES.

QUESTIONS.

1. What is the most social tree?.....Pear
2. What is the dandiest tree?.....Spruce
3. What is the most languishing tree?.....Pine
4. What tree is a chronologist?.....Date
5. What is the most industrious tree?.....Scrub oak
6. What is the most unhealthy tree?.....Sycamore
7. What is the most yielding tree?.....Gum tree
8. What is the most venerable tree?.....Elderberry
9. What is the schoolmaster's tree?.....Birch
10. What is the trembling tree?.....Quaking aspen.
11. What is the parent tree?.....Pawpaw
12. What tree is nearest the sea?.....Beech
13. What tree is the most warmly clad?.....Fir
14. What is the saddest tree?.....Weeping willow
15. What tree bore a curse?.....Apple tree
16. What tree do you hold in your hand?.....Palm
17. What tree is saved from the fire?.....Ash
18. What is the baker's tree?.....Bread fruit

ANSWERS.

P. S.—Answers omitted on the cards delivered to guests.

“A GARDEN OF PEAS.”

Take a “P” from

1. A medicine, and get sick.....Pill, ill
2. A board, and get thin.....Plank, lank
3. A rind, and get a fish.....Peel, eel
4. A dish, and get tardy.....Plate, late
5. A free ticket, and get a donkey.....Pass, ass
6. Courage, and get good fortune.....Pluck, luck
7. A minister, and get a fiery crime.....Parson, arson
8. A portion, and get skill divine.....Part, art

Miscellaneous Pleasure Provokers

QUESTIONS.

ANSWERS.

9. Idle talk, and get a baby's toy.....Prattle, rattle.
10. A proud dandy, and get a carriage.....Prig, rig
11. A flower, and get a writing-fluid.....Pink, ink
12. A pledge, and get illumination.....Plight, light
13. Short, quick breath, and get an insect.....Pant, ant
14. A squeeze, and get a unit measure.....Pinch, inch
15. A carpenter's tool, and get a narrow street..Plane, lane
16. A clergyman, and get a millionaire's name.

Pastor, Astor.

17. A locality, and get a dress trimming.....Place, lace
18. A precious stone, and get a title of nobility..Pearl, earl
19. A tropical tree, and get a gift to the poor....Palm, alm
20. A puncture, and get a pile of hay.....Prick, rick
21. A surgeon's instrument, and get a garment.

Probe, robe

P. S.—The answers are, of course, omitted on cards given to guests.

COUSIN KATE.

1. Kate pleads successfully.....Advocate
2. Kate is frail and weak.....Delicate
3. Kate puts others' money to dishonest use.....Defalcate
4. Kate occasionally gets out of joint.....Dislocate
5. Kate makes everything double.....Duplicate
6. Kate loves to teach.....Educate
7. Kate loves to help out of difficulties.....Extricate
8. Kate upsets and destroys.....Eradicate
9. Kate invokes evil.....Imprecate
10. Kate prays fervently.....Supplicate
11. Kate makes things run smoothly.....Lubricate
12. Kate uses her teeth.....Masticate
13. Kate is sometimes untruthful.....Prevaricate
14. Kate is smothered.....Suffocate
15. Kate points out clearly.....Indicate

Social Plans for Young People

QUESTIONS.	ANSWERS.
16. Kate foretells future events.....	Prognosticate
17. Kate foregoes a royal estate.....	Abdicate
18. Kate goes into the country.....	Rusticate

P. S.—Omit answers on cards given to guests.

THE "ATE" ADDED.

The following suggestions, taken from *What to Eat*, may prove of value as an ice-breaker:

To each guest give a card, on one side of which is a dainty pen-and-ink sketch of some vegetable, an artistic bunch of celery, lettuce, or fruit. On the opposite side have the heading, "How Some Other People Ate." Below have the following statements, the descriptions to be answered by words ending in "ate:"

No. 1 never ate alone.....	Associate
No. 2 never ate with his superiors.....	Subordinate
No. 3 ate very daintily.....	Delicate
No. 4 ate in the most lusty way.....	Invigorate
No. 5 ate like somebody else.....	Imitate
No. 6 ate so that he constantly grew worse....	Deteriorate
No. 7 ate in the high places.....	Elevate
No. 8 ate in a way that compelled attention.....	Fascinate
No. 9 ate with other representatives.....	Delegate
No. 10 ate with the politicians.....	Candidate
No. 11 never ate to-day what he could leave until to-morrow	Procrastinate
No. 12 ate so his food was well chewed.....	Masticate
No. 13 ate more than was necessary.....	Exaggerate
No. 14 was the last one to eat.....	Terminate

P. S.—Omit answers from cards given to guests.

Miscellaneous Pleasure Provokers

THE AGE GAME.

Give each guest a slip of paper and a pencil. Then let the following list be read, and opposite the appropriate number let each write the single word which, in his opinion, answers the description. Read the answer to the first, as a sample.

QUESTIONS.

ANSWERS.

1. The age for the expressman.....	Baggage
2. The disastrous age.....	Wreckage
3. The age of great things.....	Tonnage
4. The musical age.....	Bandage
5. The feudal age.....	Vasalage
6. The age of no progress.....	Stoppage
7. The dog age.....	Courage
8. The intoxicating age.....	Rummage
9. The age of slavery.....	Bondage
10. The age for noblemen.....	Peerage
11. The age of free transit.....	Passage
12. The age of soothing ointments.....	Salvage
13. The age for letters.....	Postage
14. The age of clothing.....	Garbage
15. The feather age.....	Plumage
16. The doctor's age.....	Pillage
17. The imprudent age.....	Sausage
18. The age for pious travelers.....	Pilgrimage
19. The pygmy age.....	Shortage
20. The money age.....	Coinage
21. The age that grows less.....	Shrinkage
22. The age that some women long to share in....	Suffrage
23. The age without refinement.....	Corsage
24. The age of bloodshed.....	Carnage
25. The age for cattle.....	Pasturage
26. The age without women.....	Manage

Social Plans for Young People

QUESTIONS.

27. The vehicle age.....Cabbage and cartage
28. The age of gentle, modest manners and appearance, Demurrage
29. The age when "Uncle Tom's Cabin" will be most popular, Stowage

ANSWERS.

After the list is completed, each person will pass his paper to his right-hand neighbor, and then the answers will be read, and each list will be marked.

THE "MAN" COMPLETER.

Have outlines of a man drawn on cards, and cut these in two, putting each half of the card in a different box, one for young men and one for young women. These must be passed around and matched. Pictures of men in the advertising books, obtained at the clothing store, may be used for these cards. Strips of paper containing as many numbers as is desirable may then be passed, one paper to each couple. A few minutes will be given to writing opposite the appropriate number the word which, in their opinion, answers each description as it is read; then the answers will be read, and each list marked.

1. The man to be avoided.....Mansion
2. The traveling man.....Mango
3. The colonial sick man.....Manila
4. The untruthful man, Manly
5. The gossiping man.....Mantel
6. The Russia-Chinese man.....Manchuria
7. The stable man.....Manger
8. The Hindoo man.....Brahman

Miscellaneous Pleasure Provokers

QUESTIONS.

ANSWERS.

9. The court man.....	Mandamus
10. The dye man.....	Human
11. The man of the wood.....	Mangrove
12. The physician	Manicure
13. The literary man.....	Manuscript
14. The noted stage man.....	Mansfield
15. The fighting man.....	Man-of-war
16. The ladies' man.....	Mantua
17. The prospector.....	Manor
18. The married man.....	Herman
19. The great English manufacturer.....	Manchester
20. The many-sided man.....	Manifold
21. The oarsman	Roman
22. The interpreter of the East.....	Dragoman
23. The man who has charge of a football team.	Coachman
24. The porcelain man.....	Chinaman
25. The Hebrew's man of the desert.....	Manna
26. The sailor.....	Seaman
27. The Chinese man.....	Mandarin
28. The man of the lower regions.....	Fireman
29. The shopman	Salesman
30. The man who interests Hall Caine.....	Manxman
31. The cannibal	Man-eater
32. The English farmer.....	Yeoman
33. The Canadian	Manitoba
34. The musical man.....	Mandolin
35. The New York hatter.....	Manhattan
36. The young man with many engagements.....	Mandate
37. The white man.....	Snow-man

A FLOWER PUZZLE.

Guess the names of flowers from the following slips, which are pinned around the room.

Social Plans for Young People

QUESTIONS.

1. An animal, and a covering for the hand.....Foxglove
2. A bird, and a part of a horseman's equipment. Larkspur
3. A girl's name, and a precious metal.....Marigold
4. Fragrant letters.....Sweet peas
5. Precise, and a girl's name.....Primrose
6. A primary color, and a society girl.....Bluebell(e)
7. A feminine title of respect, and that which is worn on the foot.....Lady slipper
8. A piece of wood covered with gold.....Goldenrod
9. An insect covered with fine earth.....Dusty miller
10. Roman numerals.....Ivy (I V)
11. A part of the hand.....Palm
12. Two names for a girl.....Rosemary
13. A certain time of day.....Four-o'clock
14. A condiment and a place where money is coined. Peppermint
15. To break, and a fabulous animal.....Snapdragon
16. Any untruth, and to want.....Lilac
17. Fragrant, and a boy's name.....Sweet-william
18. The name of a prominent New Yorker.....Astor
19. A small animal and to pinch.....Catnip

A MUSICAL ROMANCE.

1. What was the heroine called?....."Sweet Marie"
2. What was the hero's name?....."Robin Adair"
3. Where was he born?....."Dixie"
4. Where was she born?
"Way down upon the Suwanee River"
5. Where did they meet?....."Comin' thro' the rye"
6. At what time of the day?....."In the gloaming"
7. When did he propose?....."After the ball was over"
8. What did he say?
"There's only one girl in this world for me"

Miscellaneous Pleasure Provokers

QUESTIONS.

ANSWERS.

9. What did she say?...I 'll leave my happy home for you"
10. Where was her home?....."Maryland, my Maryland"
11. What did he then bid her?....."A soldier's farewell"
12. What did the band play?... "The girl I left behind me"
13. Where did he go?....."Georgia camp-meeting"
14. Where did he spend that night?
"Tenting on the old camp ground"
15. What did the band play when he came back?
"When Johnny comes marching home"
16. Where were they married?....."Old Kentucky home"
17. Who were the bridemaids?... "Two little girls in blue"
18. Who furnished the music?....."Whistling Rufus"
19. Who furnished the wedding breakfast?
"Annie Laurie"
20. Where did they make their home?
"On the banks of the Wabash"
21. What was their motto?....."Home, sweet home"
22. Where did they always remain?....."America"

P. S.—The answers are omitted from the list furnished the guests.

PICTORIAL TITLES.

A popular form of entertainment consists of passing about among a company cards having pictorial representations of titles of well-known books, the cards being numbered. Each person has a blank card, upon which he is to write all the numbers and as many of the titles as he can guess.

The purpose of this list is to give some titles which can be easily represented by pictures to be found in the advertising pages of the magazines. Cut out and mount the pictures, and under them write or print the

Social Plans for Young People

name of the author as a clew. Now and again the word "the" must be written if it is a part of the title.

1. "Bracebridge Hall," by Washington Irving.—A pair of suspenders, a bridge, and a hall.
2. "Essay on Man," by Alexander Pope.—Upper part of a nude man, with the letters "S, A" upon his body.
3. "Les Miserables," by Victor Hugo.—Boy crying, dog howling, man limping on crutches, boy with a swollen face, etc.
4. "With Fire and Sword," by Henryk Sienkiewicz.—House burning, and an officer's sword.
5. "Ivanhoe," by Sir Walter Scott.—An eye, a van, and a hoe, or letters "H O."
6. "The Pioneers," by James Fenimore Cooper.—Three boys in profile, each showing one ear, on which are the letters *p, i, e*.
7. "Lucile," by "Owen Meredith."—A shoe having the heel partly detached (loose heel).
8. "Innocents Abroad," by "Mark Twain."—A long, narrow capital "A" (in no sense "A" broad).
9. "Foul Play," by Charles Reade.—A hen, and some little children playing musical instruments.
10. "Seven Seas," by Rudyard Kipling.—Seven capital "C's" of different sizes and styles.
11. "Black Rock," by "Ralph Connor."—A dark picture of Gibraltar.
12. "All Sorts and Conditions of Men," by Sir Walter Besant.—Men of different occupations and dress.
13. "Little Men," by Louisa M. Alcott.—Boys of different styles.
14. "The Pirate," by Sir Walter Scott.—A woman with a pie and the advertised price of the fare to some city, as "New York, and return."

Miscellaneous Pleasure Provokers

15. "The Daisy Chain," by Charlotte M. Yonge.—A daisy and a chain.
16. "Woodstock," by Sir Walter Scott.—Pieces of wood, and a lady's fancy stock.
17. "The Chain-Bearer," by James Fenimore Cooper.—A chain, and an Eastern water-carrier.
18. "Little Women," by Louisa M. Alcott.—Girls of different sorts.
19. "Persuasion," by Jane Austen.—A nurse coaxing a willful child.
20. "To Have and To Hold," by Mary Johnston.—A girl with a box of candy, giving some to a man, and a stocking-supporter shown on the leg.
21. "Pendennis," by William Makepeace Thackeray.—A fountain pen and an Irishman.
22. "Pickwick Papers," by Charles Dickens.—A pick (laborer's), a wick (carb₄, "sunlight"), and papers.
23. "The Moonstone," by Wilkie Collins.—The moon and a stone.
24. "Mr. Isaacs," by Marion Crawford.—"Mr." (in writing), three or more eyes, and an axe.

HISTORICAL FACTS.

(If she did n't, who did?)

1. Pocahontas wrote "Uncle Tom's Cabin." Harriet B. Stowe
2. Roosevelt invented the telephone.....Bell
3. Harriet B. Stowe discovered X-rays.....Roentgen
4. DeWolf Hopper wrote "Looking Backward".....Bellamy
5. Carrie Nation saved Captain John Smith..Pocahontas
6. Napoleon was a Woman's Suffrage advocate. Susan B. Anthony
7. Sousa painted "Christ Before Pilate".....Munkacsy

Social Plans for Young People

8. Noah was an English philosopher.....	Bacon
9. DeSoto wrote "Trilby".....	DuMaurier
10. Coxey crossed the Rubicon.....	Cæsar
11. Susan B. Anthony was a Chinese philosopher.	Confucius
12. Cook was a Greek fabulist.....	Æsop
13. Mahomet is a free-silver advocate.....	Bryan
14. Columbus built the ark.....	Noah
15. Cæsar is an American comedian.....	DeWolf Hopper
16. Roger Bacon was born at Mecca.....	Mahomet
17. DuMaurier conducted the Battle of Manila.....	Dewey
18. George Washington captured Aguinaldo.....	Funston
19. Bryan discovered America.....	Columbus
20. Edison painted the "Reading of Homer."	
	Alma Tadema
21. Confucius conducts tourists through Europe.....	Cook
22. Æsop smashes saloons in Kansas.....	Carrie Nation
23. Röntgen died at St. Helena.....	Napoleon
24. Martin Luther is a great band leader.....	Sousa
25. Bunyan discovered the Mississippi.....	DeSoto
26. Bellamy led an army.....	Coxey
27. Munkacsy was a great reformer.....	Martin Luther
28. George Dewey never told a lie.....	George Washington
29. Alma Tadema is president.....	Roosevelt
30. Funston wrote "Pilgrim's Progress".....	John Bunyan

P. S.—The authors and the titles are mixed up, but all are named some place in the list. Place them correctly. Correct answers are omitted from cards given to guests.

ALPHABET FOR BIBLE CHARACTERS.

A—First man	Adam
B—Favorite son of Jacob.....	Benjamin
C—A murderer	Cain
D—Prophet cast into den of lions.....	Daniel

Miscellaneous Pleasure Provokers

E—Prophet fed by ravens.....	Elijah
F—Governor of Cæsarea.....	Felix
G—A giant.....	Goliath
H—Son of Noah.....	Ham
I—Son of Abraham.....	Isaac
J—Man swallowed by whale.....	Jonah
K—Saul's father.....	Kish
L—Poor man covered with sores.....	Lazarus
M—Oldest man.....	Methuselah
N—Ruth's mother-in-law.....	Naomi
O—Ruth's sister-in-law.....	Orpah
P—An apostle.....	Paul
Q—One whom Paul called a brother.....	Quartus
R—Isaac's w'ife.....	Rachael
S—Man who built the temple.....	Solomon
T—One who knew the Scriptures from a child.....	Timothy
U—One who put forth his hand to stay the ark of God, and God smote him.....	Uzzah
V—A beautiful queen.....	Vashti
Z—Man who climbed a sycamore tree to see Jesus.	Zaccheus

P. S.—Omit answers from lists given guests.



INDEX.

A

	PAGE
Absent friends and members recalled.....	15
Accidents experienced, Worst.....	177
Acquainted by calling name of partner.....	100
Accomplishments, Youth rejoices over.....	10
Adjective and noun illustrated.....	53
Advertisements representing book titles.....	239
Advertisements used, List of.....	79
Advertising recognized, Samples of.....	78
Advertising with costumes.....	143
Advice and opinion compared.....	54
Aged and sick, Letters to.....	188
Alphabet trips	117
Animal characteristics applied to people.....	52
Animal characters described.....	52
Animals, People drawing parts of.....	52
Apples, List of names of.....	31
Apple peelings, Fortune telling from.....	33
Apple initials, pies and poems.....	29
Apples, Peeling and coring.....	33
Aprons worn as a penalty by men.....	41
Art clustering around Christ.....	171
Asbury and Peter Cartwright.....	168
Atchison, Kansas, corn carnival.....	74
Auctioning lunch-boxes with beans.....	36
Author studied, One.....	137

B

Badges for all members.....	196
Bait that catches.....	13
Banquet for church attending Juniors.....	186
Barn, Led through streets to.....	66
“Bay View” reading circle.....	138
Bean bags to alternating representatives.....	43
Beans and tooth-picks.....	46

Index

	PAGE
Benevolence evenings, Inspiring.....	162
Benevolent work arouses.....	155
Bible characters supplied to questions.....	242
Biographical sub-divisions.....	145
Birds recognized from sentences.....	230
Bird-study evening.....	72
Birthday greetings, Bound volume of.....	193
Book consequences with authors, etc.....	53
Book lists prepared.....	53
Book-making described	141
Books impersonated	139
Books of the generation, Best.....	136
Book-taster's suggestions, A.....	138
Book titles represented.....	240
Bright idea discovered.....	221
Brightness crowned in games.....	112
Business college students, Attracting.....	151
Butterflies from tube paints.....	55
“Buzz” for a Circle.....	84

C

Calendar exhibition.....	60
Cane and “Do as I do,” The.....	219
Captains, All comers assigned to.....	90
Cast off articles and why.....	98
Charitable work, Provisions and clothing for.....	191
Choir service, Recognizing.....	183
Christmas, Origin of.....	170
Christmas, Teaching possible at.....	170
Church exterior beautified.....	183
Church interesting itself in public officers, The.....	208
Churches contributing to denominational study, Local.....	165
Church members, Reception to new.....	184
City problems in Councils.....	76
City, Study and advance home.....	21
“Cliques” broken by fines.....	86
Clothes-pins passed.....	42
Clothing with a social, Gathering.....	191
College encouraged, Christian.....	153
Club, A Christian social.....	17
Commercial ability exhibited.....	107
Committee meeting around a table.....	180
Committees in contest for members.....	195

Index

	PAGE
Confederate naming unseen person.....	218
Contest socials by divisions.....	16
Conversation about old-time curios.....	206
Conversation representing book.....	140
Conversationalist, Choosing the best.....	127
Cork in a square hole.....	223
Corn carnival possibilities.....	74
Country, State, city, or church, Study realistically.....	23

D

Dance with better fun, Supplant the.....	37
Days of the year to be celebrated.....	57
Deaconess Home, Fruit for.....	214
Deaconess movement, Encouraging.....	200
Debates, Appointed and general.....	148
Declaration of Independence, Incidents around the....	130
Defining a rhyming word.....	120
Definitions written out.....	149
Democratic and Republican paper, Preparing.....	143
Denominational government, Illustrating.....	167
Denominational study	165
Denominations, Study of different.....	164
Depot, Reproducing a railroad.....	34
Descriptions of individuals identified, Written.....	106
Doctrines debated	148
Dollars earned by competing sides.....	212
Dolls made from clothes-pins.....	45

E

Eating times attract and assist.....	180
Egg-carrying race.....	42
Entertaining near-by organizations.....	17
Examination paper, Prize for the poorest.....	149
Exchanging fruit.....	214
Exhibitions of calendars by groups.....	60

F

Faces to be identified, Celebrated.....	147
Fair booths apportioned to week-days.....	80
Fame, Voting members to a Hall of.....	146
“Favorites” betraying individuals.....	106
Feast illustrates gospel invitation.....	8

Index

	PAGE
Fee to purchase badge, Initiation.....	196
Fiction and magazines, Recent.....	138
Figures formed from colored paper.....	39
Fines collected by policeman.....	38
First things related.....	113
Flags and governments, National.....	75
Flags presented at patriotic seasons.....	182
Flowers furnished for the pulpit.....	181
Flowers identified from sentence.....	237
Flowers manufactured by guests.....	110
Flowers presented at services.....	182
Flowers studied and utilized.....	73
Fortune-telling aids	66
Fortune-telling, Mysterious.....	54
Fruit as a clue, Small.....	217
Fruit donation and exchange.....	214
Funds, Captains and groups for special.....	189
Funny stories, Prearranged.....	34

G

Girls' destiny settled.....	68
Governments studied with flags.....	75
Great men, Lessons from living.....	131
Greetings for new guests.....	69
Groups naming towns.....	122
Groups under captains for features.....	90
Guessing by asking, "Is it this?".....	219
Guessing designated persons.....	218
Guessing from "bright idea".....	221
Guessing pages and words.....	82
Guessing represented musical terms.....	174
Guests hunted up.....	88

H

Hallowe'en suggestions	65
Handshaking in "shake down".....	26
Handkerchief, Music for drop the.....	103
"Head" changed to "tail".....	116
Health workers, Poor.....	177
Heirloom and old-time curios.....	206
Hidden for discovery, Articles.....	82
Historical events traded.....	121
Historical questions and answers.....	241

Index

	PAGE
Historian's exhibit, Church.....	185
Home State, Reception in honor of old.....	19
Horseshoe exhibit.....	67
Hospital study and evening.....	199
House, Furnishing a.....	215
Houses representing countries, States, etc.....	23
Hypnotism, Mock	220
Illustrating events.....	51
Initials of name for answers.....	103
Intelligence recognized in socials.....	112
 J	
Jack straws, Peanuts as.....	223
Juniors, Encouraging the.....	186
Juvenile court study.....	204
 K	
Knowledge tested by examination paper.....	149
Kodak work exhibited.....	71
 L	
Lawn improvement carnival.....	183
Lead letters, Meaning of.....	68
Leaves, Identifying fall.....	149
Lecturers, Lists of.....	151
Legislatures, Councils, Trial, Mock.....	76
Letter-writing, A follow-up system of Christian.....	187
Library, Flesh and blood.....	139
Lincoln's Birthday suggestions.....	61
Lindsey and the juvenile court.....	205
Lunch counter, Beans purchasing at a.....	228
 M	
Madonna exhibition and explanation.....	171
"Man" employed in a word to be identified.....	236
Mandolin or glee club.....	18
Medal given for missionary essay.....	159
Meeting-place for girls, Hidden.....	65
Members, Contest for securing.....	195
Members, Secure aid of retired.....	14
Methodist "shake-down".....	26
Mill and factory study, Local.....	74

Index

	PAGE
Mission debate, Home and Foreign.....	160
Missions facts in regular programs.....	157
Mission study, A hearing for.....	187
Mission study, Local aid for.....	156
Missionary essay and facts.....	157
Missionary essay medal contest.....	159
Missionary incidents, Ludicrous.....	158
Missionary letter essays, Realistic.....	158
Missionary movement, The young people's.....	155
Missionaries' names, exhibiting knowledge of.....	161
Missionary receptions, Utilizing costumed guests at.....	159
Missionary scrap-book, Forming a.....	157
Money and its use.....	211
Money for old rubber.....	213
Money-making in church buildings.....	80
Money raised by contest socials.....	16
Music decorations and representations.....	173
Musical hunt, A.....	174

N

Names learned by defending partner.....	100
Native sons noticed.....	19
Needles threaded by men.....	44
Negro problem a study, The.....	202
Negro success illustrated.....	203
Newcomers assigned to individuals.....	25
Newspaper history and make-up.....	141
Newspaper, Members getting up a.....	142
Numbers or letters pinned on for grouping.....	92
Numbers suggest events.....	84

O

Ocean and European travel enacted.....	77
Official board, Illustrating.....	167
Officials, Letters to public.....	189
Old-fashioned country social.....	29
Old folks at church.....	205
Organization brings results.....	190

P

Packages exchanged, Personal.....	98
Parliamentary drill.....	210

Index

	PAGE
Partner defended by self-control.....	101
Partners from cobweb.....	100
Partners from fish pond.....	228
Partners with inches and pounds, Buying.....	223
Pastors presenting badges.....	196
Patriotism and the "Declaration".....	130
Penny used to answer questions.....	229
Photographs to be recognized, Partially covered.....	34
Photography display, Amateur.....	71
Piano, Plan employed for purchasing.....	189
Pictures, Doors framing living.....	50
Pie socials and features.....	29
Pioneers noticed.....	20
Pleasure critics.....	216
Poems distributed in lines, and grouped.....	96
Poetry written by company, Rhyming.....	120
Politics in a home prepared paper.....	143
Popcorn and crackers contest.....	40
Postal card shower.....	194
Prayer for absent members.....	15
Preachers' lives, Pioneer.....	168
Predicaments, Questions about.....	113
Prison interests studied.....	204
Prisoners encouraged, Help for.....	204
Prizes, Objections to.....	10
Problems taken up, Practical.....	198
Program arranged by numbers.....	49
Pronouncing test with sentences, A.....	126
Proverb, Guessing a.....	105
Proverb, Shouting a.....	104
Pulpit supplied with flowers.....	181
Pumpkin pies marked with letters.....	68
Punch, "Fruice" a name for.....	202

Q

Questions to be answered, Various lists of.....	229
Age game, The.....	235
Alphabet for Bible characters.....	242
"Ate" added, The.....	234
Bird names from sentences, Guessing.....	230
Cousin "Kate" words.....	233
Flower puzzle, A.....	237
Garden of peas, A.....	232

Index

	PAGE
Questions to be Answered—<i>Continued.</i>	
Historical facts	241
"Man" completer.....	236
Musical romance, A.....	238
Penny for your thoughts, A.....	229
Pictorial titles.....	239
Trees identified from catchy questions.....	232
Quartettes formed spontaneously.....	97
Questions and answers, Pairing.....	99
Quotations fitted together, Cut-up.....	95
Quotations identified.....	103

R

Rallies, Ice melting at.....	90, 194
Reader's report	139
Reading circle and pledge.....	138
Reception card, Pastor's.....	108
Reception to mayor and council.....	208
Reception to new Church members.....	184
Reception to school teachers and Board.....	207
Receptions, Monthly church.....	29
Refreshments, Alphabet	226
Refreshments, Attendants furnishing.....	225
Refreshment menu, Numbers for.....	226
Refreshments, Mystery menu for.....	227
Refrigerator filled alphabetically.....	85
Register for strangers.....	88
Religion related to everything.....	113
Resident State, Acquainted with.....	20
Rest-rooms at fairs.....	192
Reviews of one book, Three.....	137
Riches, the subject of.....	210
Rose facts and lessons.....	73
Rubber facts and collection.....	213
Rulers and governments studied.....	132

S

Saloon destroyed by Anti-Saloon League.....	200
Satan owning the world.....	56
School and Church closely related.....	207
School days, Old-time.....	152
School teachers and Board, Reception to.....	207
Scripture passage, Sentences from.....	170

Index

	PAGE
Scripture verse, Cut-up.....	169
Seasons of the year represented.....	71
Self-control tested by questions.....	101
Sentence from capital letters.....	117
Sentences to be pronounced.....	126
Sentences with words of same letter.....	117
Seventh Social scheme.....	48
Shadow people and events.....	51
“Shake down,” Methodist.....	25
Shopping lists betraying individuals.....	105
Sleep and dreams program.....	129
Social life, Purposeful.....	180
Social occasions, Jesus approves.....	6
Social plans gathered by contest.....	14
Socials, Prepared for unusual demands at.....	217
Songs described, Favorite.....	172
Songs making a story, Popular.....	238
Songs, Native and national.....	132
Songs, Singing popular.....	110
Souvenirs described, Trip collected.....	69
Souvenir for denominational study.....	164
Special days, List of.....	57
Spelling down variations.....	124
Spelling self-assigned words.....	124
“Spy” and subjects handled.....	123
Stiffness banished in a crowd.....	83
Story composed by different members.....	94
Story cut up and distributed.....	110
Strangers’ names to be located.....	88
Strangers secured in contests.....	24
Strangers sought out.....	87
Strangeness eradicated.....	86
Students looked after, Business college.....	151
Students turned to Christian college.....	153

T

“Tea kettle” word discovery.....	222
Temperance progress noticed.....	201
Time to be valued.....	134
Tooth-picks, Beans from saucers with.....	46
Towns named by groups.....	122
Trades, Shepherd and.....	215
Trading beans and numerals.....	107

Index

	PAGE
Trading historical events.....	121
Travelers' experiences depicted.....	34, 77
Trees described by questions.....	232
Trials, legislatures, councils, Mock	76
Tricks used to amuse.....	217
Tube paints and butterflies.....	55

U

Umbrella admission and drill.....	39
"Uncle Ned" movements for stiffness.....	83
Unions, Supper for city young people.....	194
"Up Jenkins," Progressive.....	47

V

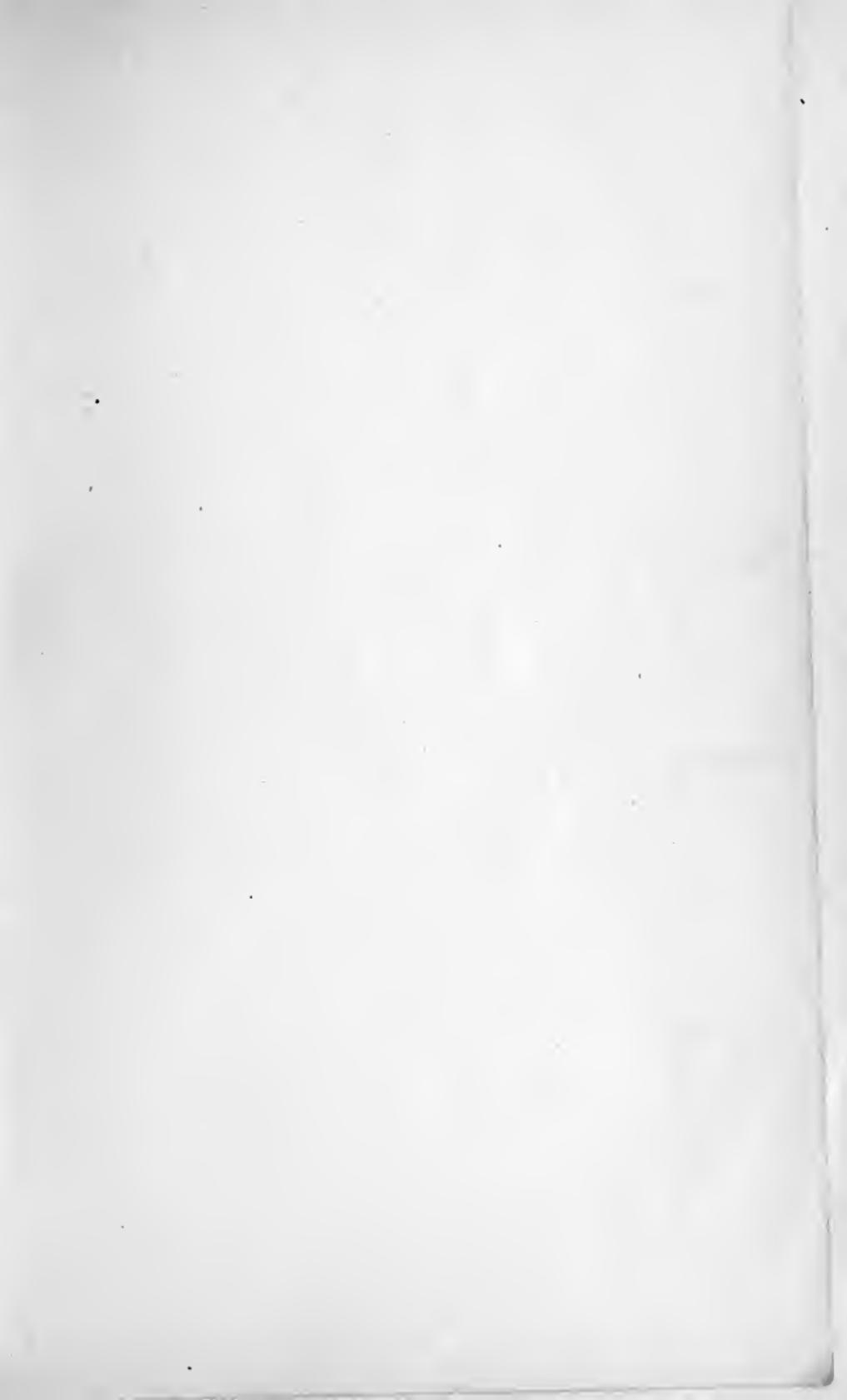
Vacation funds for young people.....	212
Vacation recitals in the fall.....	69
Valentine's Day, Program for St.....	62
Valentine postoffice.....	64
Vocations represented by successful men.....	144

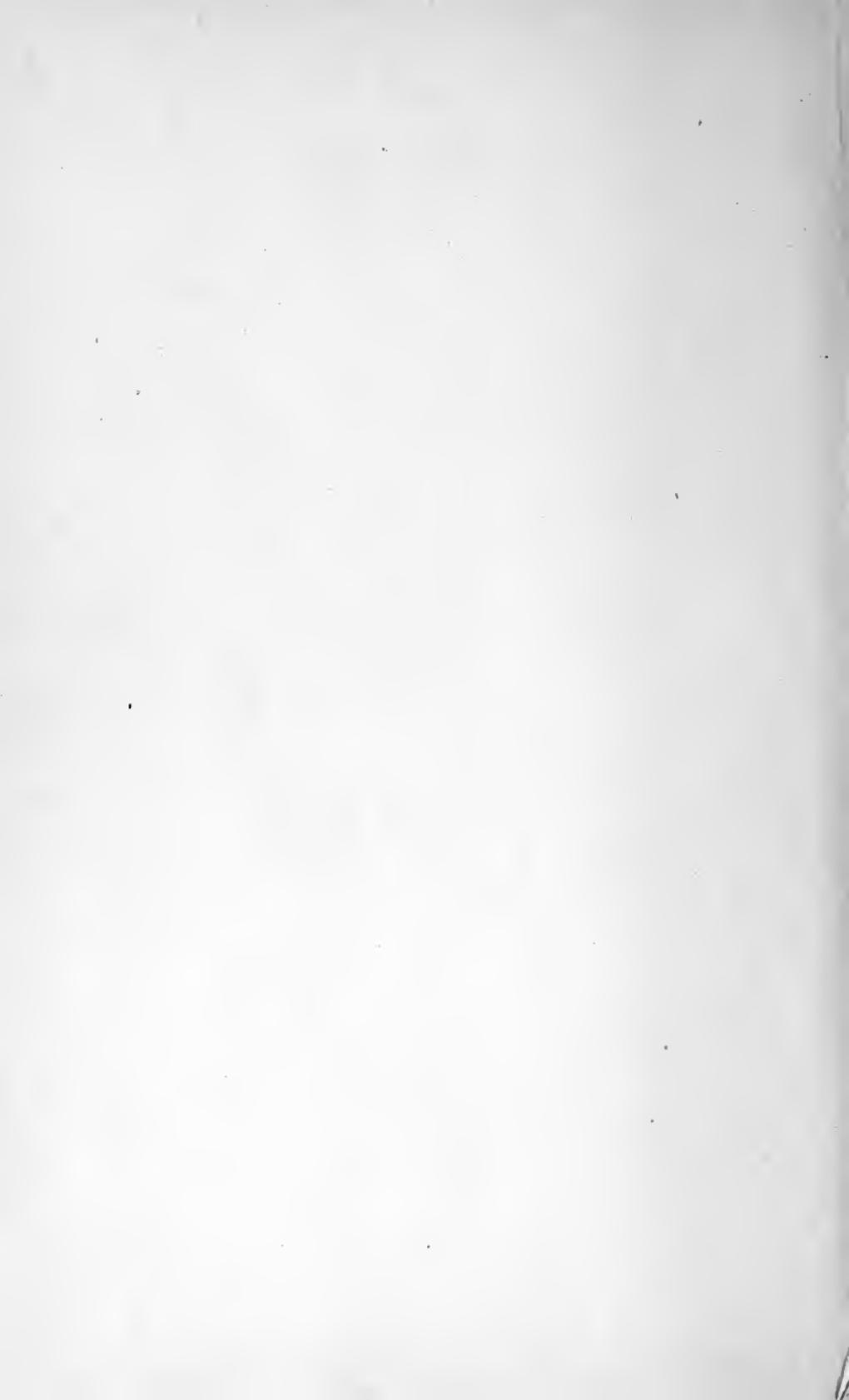
W

Warren, Birthday greetings to Bishop.....	193
Water, Spilling the whole glass of.....	220
Weight and height to get partners.....	225
Whistle after eating crackers.....	41
Wild oats sown.....	13
Woman's ability emphasized.....	200
Word by "tea kettle," Discovering.....	222
Words described by "Kate".....	233
Words formed from people's names.....	87
Words jumbled up.....	118
Words quickly named from letters.....	115
Words recognized by an "ate".....	234
Word suggesting another, One.....	116
Words with an "age" added.....	235

Y

Young people saving money for vacation.....	212
Young people utilized for Church work.....	179
Youth's enthusiasm harnessed to problems.....	199







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